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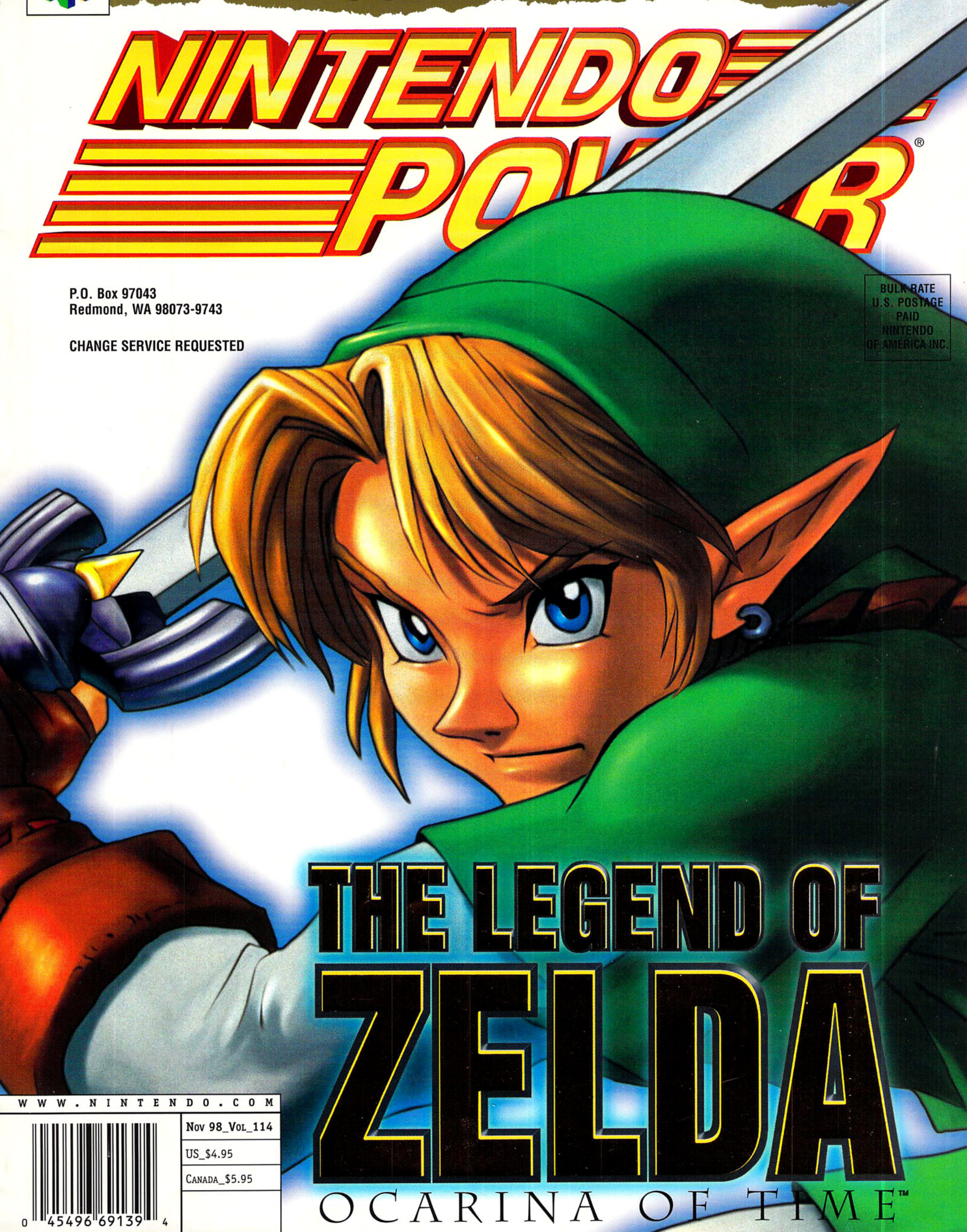

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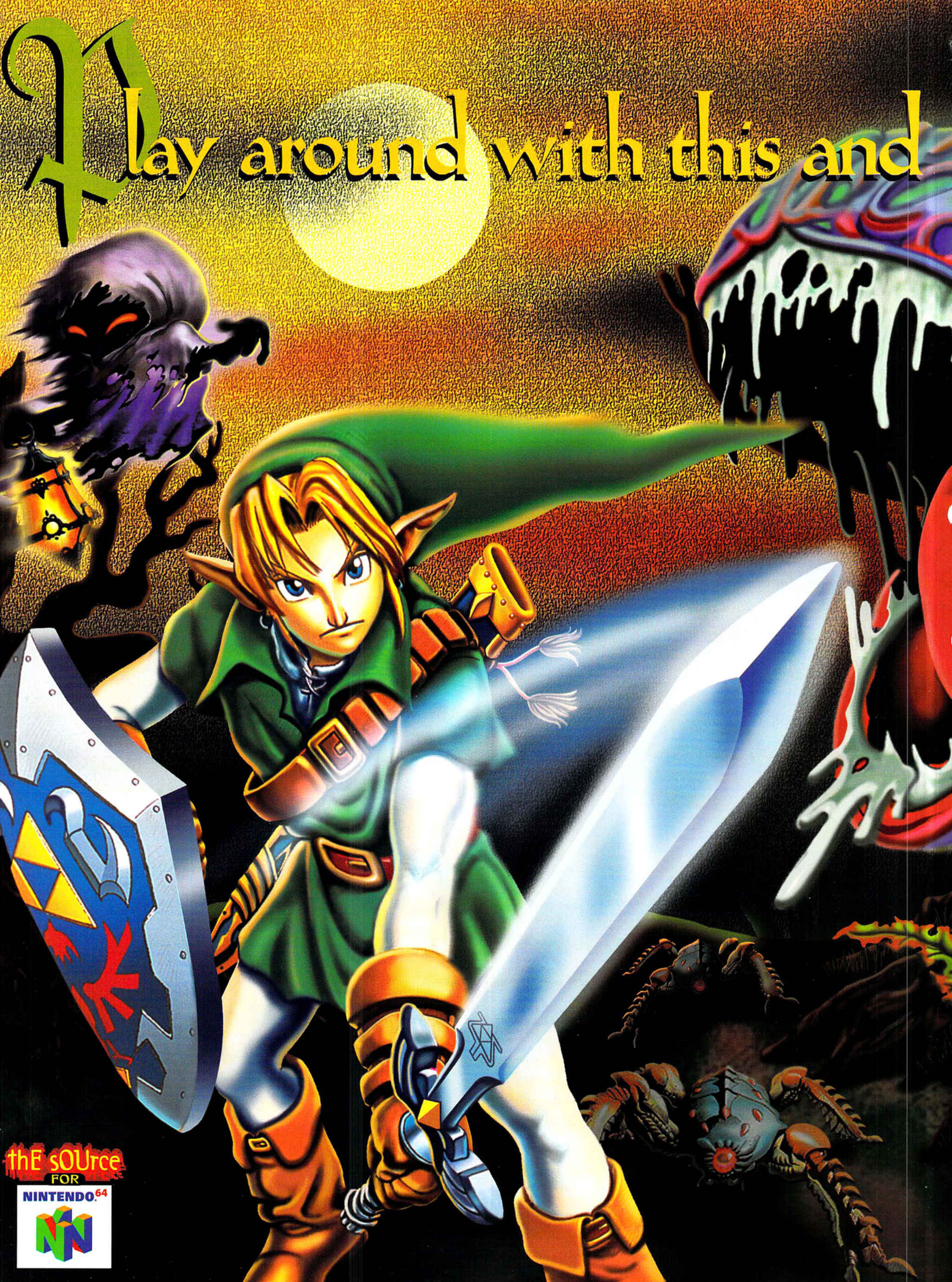
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- Buck Bumble
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- Fighting Force 64
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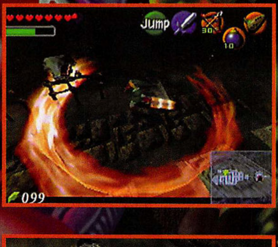
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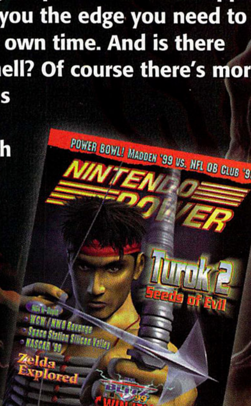
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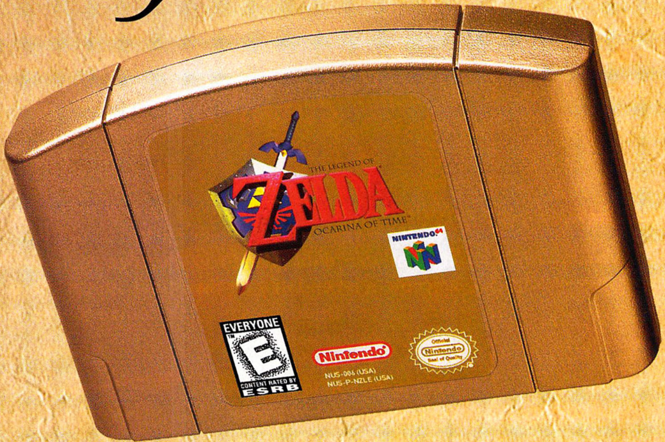
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OFF ON
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A
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Got Ya!

Presenting Pokémon for Game Boy. To become a Pokémon master trainer, capture all 150 of them. It won't be easy. To train them, you have to capture them. To capture them, you have to fight them. To fight them, you have to find them.

They're waiting for you now in two Game Boy cartridges. One red. One blue. Here's a tip! Use your Game Boy link cable and hook up with a friend to become a master trainer. Good luck.

GAME BOY
POKéMON
Gotta catch 'em all!
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BLUE VERSION
POKéMON
Gotta catch 'em all!

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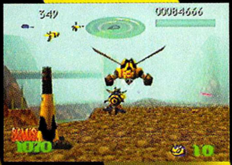
Buck Bumble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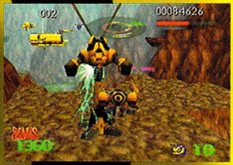
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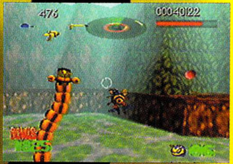
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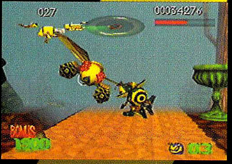
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BONUS

BEE PREPARED

BEGINNING HIS NOBLE QUEST, YOUNG LINK FACES THE PERILS OF THE DEKU TREE, DODONGO'S CAVERN AND JABU-JABU'S BELLY. STEP INTO HYRULEAN LEGEND YOURSELF, AND ENTER THESE DANGEROUS DUNGEONS BEGINNING ON PAGE 16.

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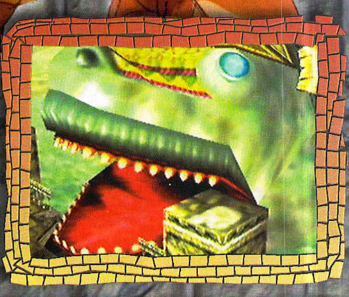

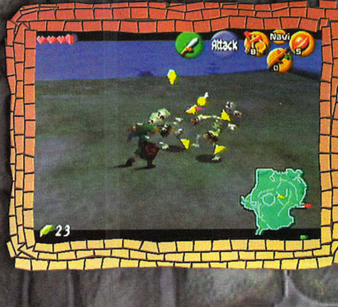
Attack
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Body Harvest

Page 52

The alien insectoids are coming! The alien insectoids are coming! At least you'll be prepared to take them on in six gargantuan stages with more than 90 vehicles, the convenience of time travel and our Body Harvest strategy review.

Glover

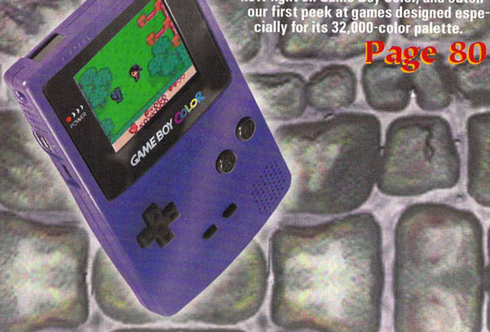
Page 60

Glover, a magical and congenial glove, has his work cut out for him on his mission to grab a Wizard from the clutches of a doomed fate. With six stages packed with items and puzzles, Hasbro's debut title appears to fit the N64 like a glove.

Game Boy Color

See your old Game Boy games in a whole new light on Game Boy Color, and catch our first peek at games designed especially for its 32,000-color palette.

Page 80



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Episode 4!

POKÉMON POWER

PLAYER'S PULSE

Zelda, Zelda, Zelda. Sure The Legend of Zelda: Ocarina of Time is the only thing on your mind this month, but let's not forget about Game Boy Color, Body Harvest or Extreme-G 2. And while you're waiting for the 23rd to arrive, here are some letters to keep you busy…

Unplugging the Super NES Power Charts

In response to your question on whether or not you should retire the Super NES charts, I say no. I've been waiting years for the release of The Legend of Zelda: Ocarina of Time, not only because I'm a Zelda fanatic, but also because I really want to see Zelda sweep the Power Charts for all categories. If you take the Super NES charts out now, NP readers won't get to witness this rare event. Zelda must claim its title as the most popular game ever for all systems.

Sean Mann
Via the Internet

As long as the Super NES is out there, you should keep a category for it on the Power Charts. I know you have to keep up with the times, but it's not fair that the N64 gets all the credit. Until the N64 came along, we were all satisfied with the Super NES. Now all everyone wants is graphics. Somehow that doesn't seem right.

Sherri Matthews
Via the Internet

Expand the N64 charts to the top 15, and make the Super NES charts like the Game Boy charts by listing only the top 5 games.

Joe Dzurisin
Via the Internet

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Katherine McKinney • West Point, MS

Let's face it: No Super NES game will ever come close to stealing The Legend of Zelda: A Link to the Past's position at the top of the Super NES charts. I think we should put the game to a much bigger test to see how it does against games on other Nintendo systems. In other words, let's get rid of the Super NES charts and add a chart for the top ten of all time.

Clint Doriot
Via the Internet

Fade into You

Why do the pictures I print from my Game Boy Printer fade?

Max Dao
Via the Internet

Instead of using ink, the Game Boy Printer "heat-transfers" images onto its special thermal paper, which, if you touch too much, can cause your pictures to fade. To save yourself the worries, avoid excessive handling of the heat-sensitive paper. You'll also be able to rest easier knowing that you'll never have to buy refill cartridges for your inkless printer.

Putting the "Video" in "Video Games"

My friends say that other systems are better than the N64 because they can display cool video cut scenes. I don't have any doubt the N64 is the best system out there, but I wonder why Nintendo does not put full-motion videos in its games. Is it because of the space?

William Limon
Via the Internet

FMV scenes are no stranger to N64 games—just look at the intro and two finales in Banjo-Kazooie or the multiple endings in Mortal Kombat 4. Lack of memory is hardly an issue, considering The Legend of Zelda: Ocarina of Time features around an hour's worth of FMV scenes while never skimping on the detailed graphics or its abundance of sprawling areas.

Talk is "Cheep"

In Banjo-Kazooie, what is Kazooie saying when she jumps? To me its sounds like "bree," as in red-crested breegull—the type of bird she is. Other times it sounds like she's saying "free," like she is happy to be free from the backpack.

Luke Bogart
Via the Internet

You got it right the first time, Luke. Unlike the lyrics to the Yoshi's Story song, we know what Kazooie is saying, and it's "bree."

Boggy the Ventriloquist

In Volume 110, on page 22 of your Banjo-Kazooie strategy for Freezeezy Peak, Mr. Vile is shown by Boggy's caption ("Someone help poor Boggy…"). How did you do this? Is this some unreleased code?

Sean Mann
Via the Internet

It's neither the result of a code nor anything that you can do on your game. We wanted to get the BK info to

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Player's Pulse
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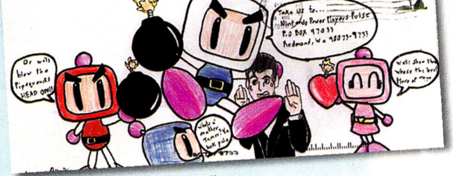
Brad Hansel • Akron, Ohio


Take us to...
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Or we'll blow the Pipsqueaks HEAD OFF!!
We'll show them whose the best Hero of
What's a matter, James? Ya look pale

Jeremy Buys • Charlotte, North Carolina

Background Art: Jay Parker • Irwin, Pennsylvania *you as soon as possible, so we took screen shots from the game before it was finished. In the preproduction version of BK we were using, Mr. Vile appeared in place of any yet-to-be-programmed talking heads like Boggy.*

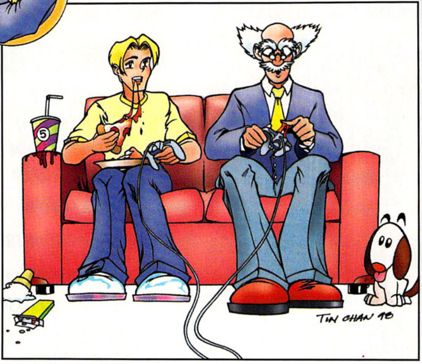
Hey, Batta, Batta!

In the intro screen for Major League Baseball featuring Ken Griffey Jr., does Ken say "Homey G" or "Call me G?" My best friend's family is being torn apart by this confusion. Please answer my question so his family's argument can be settled.

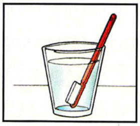
Matt McTavish
Via the Internet

Player's Pulse is all about bringing families closer together, and if there's a relationship glue stronger than love, it's knowing that everyone in your friend's family is wrong. Ken actually says, "Call me Junior."

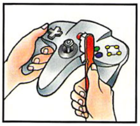
Tech Tips with Dr. Nintenstein



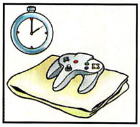
"I thought it was the pizza that was supposed to have everything on it!"



If your Controller has sticky buttons, use a damp toothbrush to clean them.



Be sure the toothbrush isn't sopping wet, then scrub the between the buttons.



Let your clean controller dry for a few hours before using it again.

Keep on Truckin'

I think racing games need to have a cool story line to make them more interesting. Diddy Kong Racing was a great racing game because it had a very cool story line, and it was an adventure-racing game. They should make more of its kind.

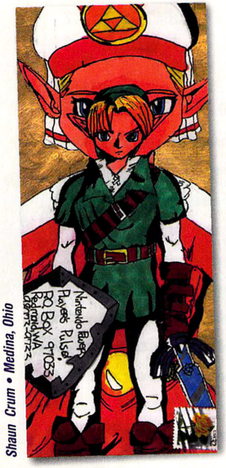
Sergio Perciballi
Leamington, ON

Are racing games giving me road rage (Volume 112)? Not likely! Almost every racing game is different in some way. The games that give me rage are soccer and hockey games. There are six of each, or so. How different can they be? They are fun, but you don't need six hockey games to figure that out!

Matt Maier
Eugene, OR

I think that racing games aren't just racing games. I think they are a way for people who may not be racing fans to see what drivers go through when they're racing in real life.

Tyler Koenig
Perkasie, PA



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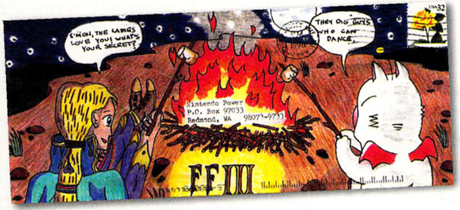
C'MON, THE LADIES LOVE YOU! WHAT'S YOUR SECRET?
THEY DIG GUYS WHO CAN DANCE.
FF III

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Craig Gabrielsen • Chester, New Jersey

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Yoshio Tsuboike

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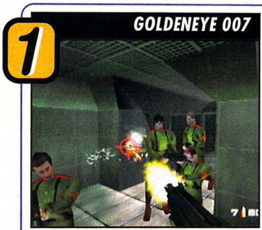
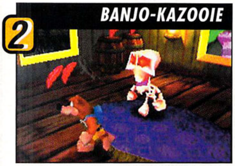
POWER CHARTS

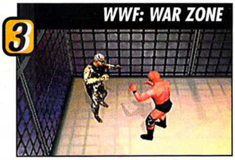
It seems like James Bond will never let go of number one, but never say never again. With The Legend of Zelda: Ocarina of Time coming out this month, the adventure will surely dominate the top N64 spot to help Zelda score a number-one position in all four Power Charts.

NINTENDO 64 TOP 10



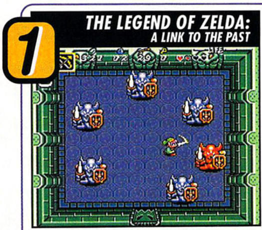
Without stirring, James Bond maintains the number-one spot. This month's shakers are the wrestling games, including WWF: War Zone which moves into third place knocking WCW vs. nWo: World Tour to fifth.



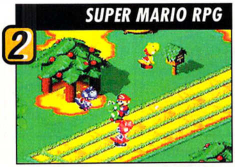


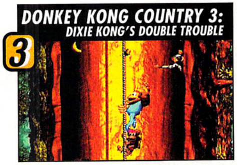
GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 GOLDENEYE 007	NINTENDO	1	23
2 BANJO-KAZOOIE	NINTENDO	2	4
3 WWF: WAR ZONE	ACCLAIM	—	1
4 SUPER MARIO 64	NINTENDO	6	26
5 WCW VS. NWO: WORLD TOUR	THQ	3	10
6 WAIALAE COUNTRY CLUB: TRUE GOLF CLASSICS	NINTENDO	—	1
7 1080° SNOWBOARDING	NINTENDO	4	6
8 MISSION: IMPOSSIBLE	OCEAN	8	2
9 STAR FOX 64	NINTENDO	7	18
10 MARIO KART 64	NINTENDO	10	23

SUPER NES TOP 10



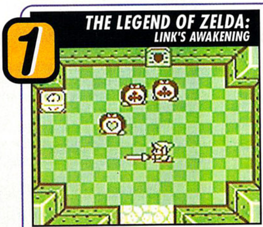
The debate rages on. How do you feel about the Super NES charts? Should they hang around? One thing's for certain: they'll finish this year with Zelda commanding the number one spot on the charts.



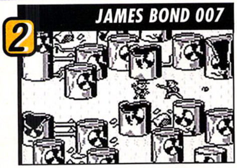


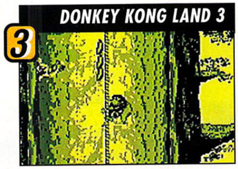
1 THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	81
2 SUPER MARIO RPG	NINTENDO	2	31
3 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	3	25
4 DONKEY KONG COUNTRY	NINTENDO	5	49
5 DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	6	43
6 FINAL FANTASY III	SQUARE	4	47
7 SUPER MARIO KART	NINTENDO	8	67
8 CHRONO TRIGGER	SQUARE	7	40
9 FINAL FANTASY II	SQUARE	9	72
10 SUPER MARIO WORLD 2: YOSHI'S ISLAND	NINTENDO	10	37

GAME BOY TOP 5



Game Boy Color hits stores this month, and at the end of the rainbow is the next best thing to a pot of gold—a new batch of color games. There's no doubt the Game Boy charts will shuffle about soon, as well as colorfully.

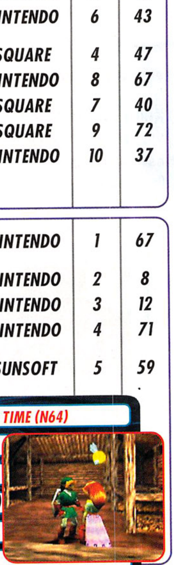


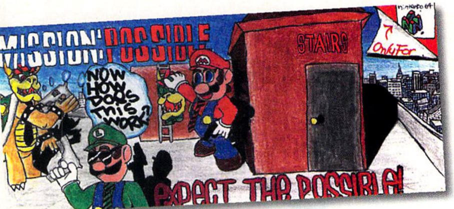


1 THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	67
2 JAMES BOND 007	NINTENDO	2	8
3 DONKEY KONG LAND 3	NINTENDO	3	12
4 SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	71
5 FINAL FANTASY LEGEND III	SUNSOFT	5	59

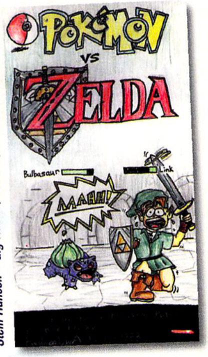
MOST WANTED

1. THE LEGEND OF ZELDA: OCARINA OF TIME (N64)
2. NINTENDO 64 DISK DRIVE
3. SUPER MARIO 64 2 (N64)
4. TUROK 2: SEEDS OF EVIL (N64)
5. WCW/NWO REVENGE (N64)
6. POKéMON (GAME BOY)
7. GAME BOY COLOR
8. SOUTH PARK (N64)
9. WWF: WAR ZONE (N64)
10. GOLDENEYE 007 (N64)





Joey Young • Palo Alto, California



Stein Hansen • Gig Harbor, Washington

Thanks for the Memories

I, like many others, was thrilled with the idea of the Controller Pak, a way to save game data so you can take it to a friend's house. It even allows you to save from a rental game, so you can rent it again a week later knowing that you could resume from where you left off. It seems in many of the new games, like Mission: Impossible and GoldenEye 007, there is no Controller Pak support. I look forward to seeing more new games that use the Controller Pak.

Danny Guterman
Via the Internet

Ocarina of Rhyme

People are waiting, holding vigils at the store,
Waiting for the arrival of Zelda 64.
There, they are shivering from head to toe,
In anticipation of the genius of Shigeru Miyamoto.
For the land of Hyrule is a magical place,
Players move around in perfect 3-D space.
They can meet local villagers and see their smiles,
Or go to a field and see for miles.
Now the release date has been set,
I hope this release date can be met,
For us, there is a lesson to be learned,
That true life begins on November 23rd.

Seahawks90
Via the Internet

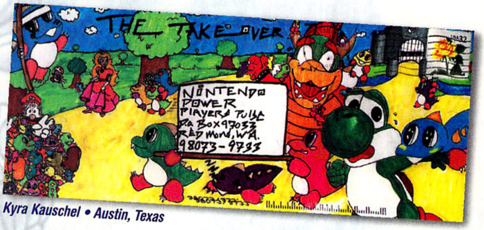
"True life" also begins on page 16. In this issue we start our Ocarina of Time strategy reviews, but some of you adventurers may want to skip this article if you'd rather have the game's secrets and mysteries left untold.

What You Really, Really Want

Ever since your Power Awards, you haven't been able to avoid making references to the Spice Girls! I heard there's going to be a Spice Girls game. I hope that ends their career, but of course that would end all this great Spice Girl comedy, wouldn't it? (This is probably the first letter of mine you'll actually publish.)

Nicholas Retallack
Eugene, OR

You'll be happy to know we were very excited to print your letter, if only to fulfill our monthly Spice Girl reference quota. You'll also be glad to hear that there won't be a Spice Girls game for the N64.


THE TAKE OVER
NINTENDO POWER PLAYERS PULSE PO BOX 97033 RED MOND, WA. 98073-9733

Kyra Kauschel • Austin, Texas

WRITE AWAY RIGHT AWAY!

It's about time! The Ocarina of Time, to be exact. Zelda arrives November 23rd, and we know you'll be first in line. If you manage to pull yourself away from the game, drop us a line with your review.

NINTENDO POWER PLAYER'S PULSE
P.O. BOX 97033
REDMOND, WA 98073-9733
E-mail: noapulse@nintendo.com

Background Art: Eli Mintzer • Dale City, Virginia

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NINTENDO POWER SOURCE

www.nintendo.com
E-mail: nintendo@nintendo.com

"...one of the best Nintendo® 64 games on the horizon."
– Next Generation Online

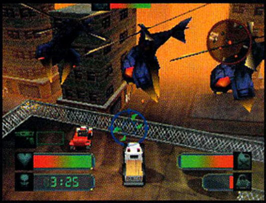
"One of E3's showstoppers."
– GamePro

"...one of the most interesting and original games to appear on the N64 yet."
– ING64.com

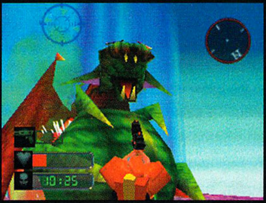
They're giant alien insects that eat humans for food, and by the year 2016, mankind is on the brink of extinction. Our only hope lies on the Space Station Omega, where a prototype time machine awaits. For mankind to go forward, one man must go back and change the very course of history itself. Body Harvest. The newest role playing, action-adventure game exclusively for Nintendo® 64.

www.midway.com

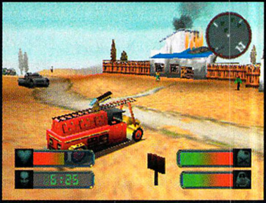
SEATS 4
1998 Volkswagen New Beetle



Five levels spanning 100 years.



50 different alien predators.



60 vehicles you can drive.

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EATS 400
Now we've got a bug that's taking the world by storm.

3-D environments to search for clues.

TEEN
CONTENT RATED BY ESRB
Gremlin
MIDWAY

BODY
HARVEST
Welcome to the bottom of the food chain.

NINTENDO64
Only For

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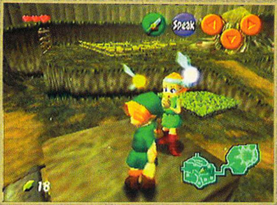
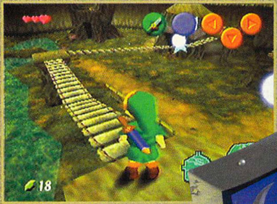
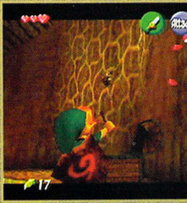
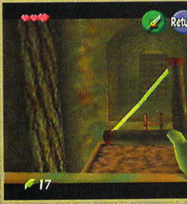
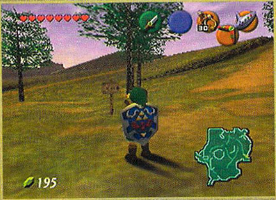
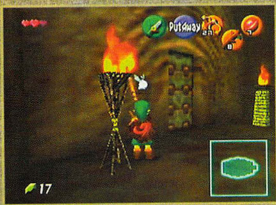


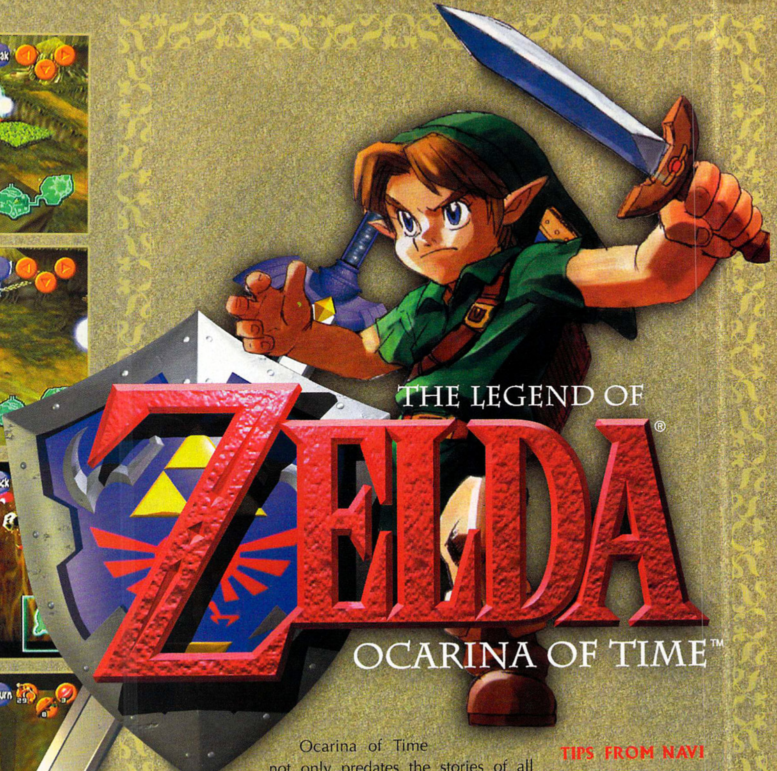








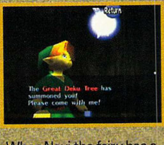




THE LEGEND OF ZELDA®
OCARINA OF TIME™

Ocarina of Time not only predates the stories of all other Zelda games, but it lays the groundwork for the series, as well. Chock-full of more acreage, enemies, drama and puzzles than you can shake a Deku Stick at, Ocarina of Time unfolds the making of a legend. The story begins with an amateurish Link being the only Kokiri child without a fairy. When his fairy finally arrives, she reveals his destiny to save all of Hyrule. As of press time, Ocarina of Time was still being perfected, so a few surprises not revealed in this article may be in store.

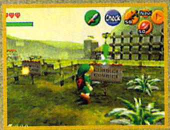
TIPS FROM NAVI



The Great Deku Tree has summoned you! Please come with me!

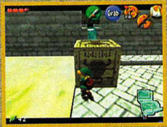
When Navi the fairy has a hint for you, her icon will appear at the top of the screen. Press the top C Button to hear her advice.

TRAINING CENTER



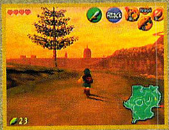
To learn your basic adventuring moves, head to the Know-It-All Brothers' house and the fenced area on the plateau beside Link's home.

A PUSH AND A PULL



Move objects such as statues, crates branded with cow heads, or stone cubes marked with crescents to reach ledges or weigh down switches.

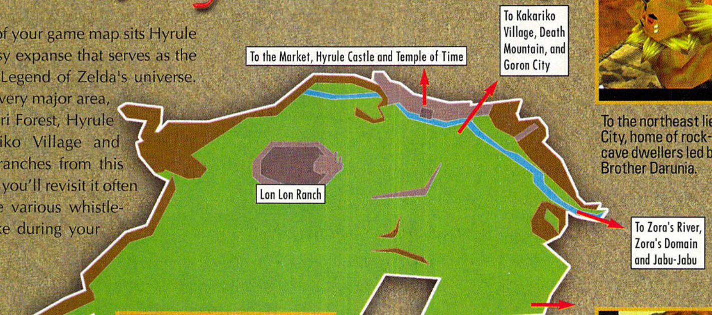
DAY AND NIGHT



Revisit areas during the dawn, day, dusk and night, since the different monsters, villagers and stores all have their own schedules.

Hyrule Field

In the middle of your game map sits Hyrule Field, the grassy expanse that serves as the center of The Legend of Zelda's universe. Since almost every major area, including Kokiri Forest, Hyrule Castle, Kakariko Village and Lake Hylia, branches from this central region, you'll revisit it often throughout the various whistle-stops you make during your quest.


To the Market, Hyrule Castle and Temple of Time
To Kakariko Village, Death Mountain, and Goron City
Lon Lon Ranch
To Zora's River, Zora's Domain and Jabu-Jabu
To Lake Hylia
To Kokiri Forest, Lost Woods, and Deku Tree

To the northeast lies Goron City, home of rock-eating cave dwellers led by Big Brother Darunia.

The aquatic Zoras live to the northeast, and their sacred river flows south into Lake Hylia.

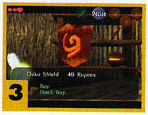
Link teams up with Navi the fairy and begins his journey from his home in the east.

KOKIRI FOREST

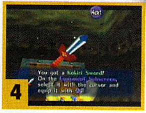
The adventure begins in the forest that Link and the other Kokiri call home. After talking with Saria, visit the other fairy people, then arm yourself with a shield and sword. The Kokiri Shop sells Deku Shields for 40 Rupees, so heave and throw bushes, rocks and pots to uncover money. For no charge, you can score the sword by crawling through a cave behind the Training Center.

LINK'S OBJECTIVES

1. Talk to Saria.
2. Collect the Piece of Heart on the shop's roof.
3. Buy the Deku Shield.
4. Find the Kokiri Sword.

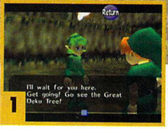

3

Deku Shield 40 Rupees
Buy
Don't buy


4

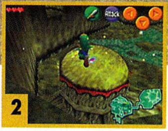
You got a Kokiri Sword!
On the Equipment Subscreen,
select it with the cursor and
equip it with [illegible]

The shield costs 40 Rupees, but the sword is free. To find the bargain, crawl through the Training Center hole, dodge the boulder, then open the chest.

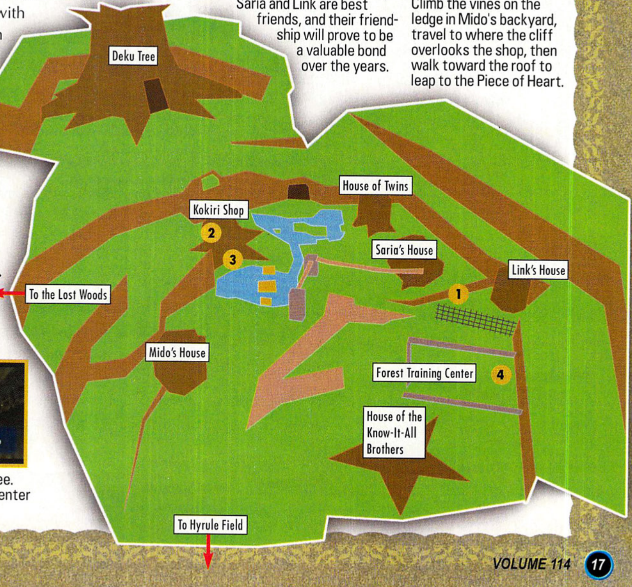

1

I'll wait for you here.
Get going! Go see the Great
Deku Tree!

Saria and Link are best friends, and their friendship will prove to be a valuable bond over the years.

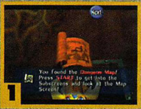

2

Climb the vines on the ledge in Mido's backyard, travel to where the cliff overlooks the shop, then walk toward the roof to leap to the Piece of Heart.


Deku Tree
House of Twins
Kokiri Shop
2
3
Saria's House
Link's House
1
To the Lost Woods
Mido's House
Forest Training Center
4
House of the Know-It-All Brothers
To Hyrule Field

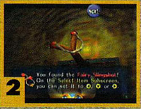
DEKU TREE

Ever since the arrival of the suspicious Ganondorf, the peaceful balance of Hyrule has been set on its pointy ear. Even the sheltered Kokiri Forest is affected, since its villagers' spiritual guardian and watcher of the woods, the Deku Tree, has fallen victim to Ganondorf's evil influence. Destined to be a hero, Link must free the tree from evil by ridding it of its monstrous inhabitants. Oftentimes, defeating every enemy in a room will unlock the exit or a secret.



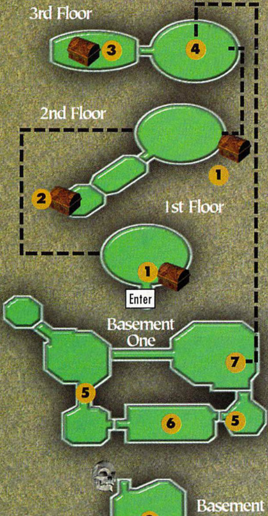
You found the Dungeon Map! Press START to get into the Subscreens and look at the Map Screen!

Climb the ladder near the entrance, then follow the path to the treasure chest that conceals the dungeon map.



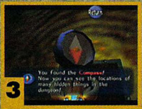
You found the Fairy Slingshot! On the Select Item Subscreen, you can set it to ○, ○ or ○.

Grab the slingshot, equip it, then turn around. Since the bridge collapsed on your way in, shoot the hanging ladder so it falls to where you can climb it.



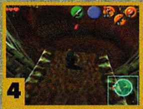
LINK'S OBJECTIVES

1. Get the map.
2. Get the Slingshot.
3. Get the compass.
4. Leap to the floating heart to land on the web on the ground floor.
5. Shoot the eye above the door.
6. Dive to hit the switch.
7. Push the block, then torch the floor web to reach the 2nd Basement.
8. Defeat the Deku Scrubs in 2-3-1 order.

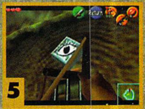


You found the Compass! Now you can see the locations of many hidden things in the dungeon!

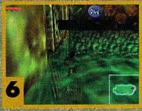
Burn a Deku Stick to light the torches, then trip the switch to raise the platforms leading to the compass.



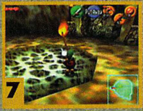
To reach the basement, leap to the floating heart. When you land, you'll break through the first floor's web.



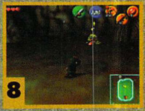
Use the slingshot to put an eye out. If you shoot the peeper above the doorway, the passage will open.



The water is too high for Link to sail under the log, so drain the pool by tripping the submerged switch.



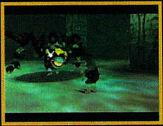
Push the block, then light your stick. With it ablaze, dash to the block, then torch the floor web.



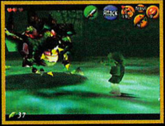
First defeat Deku Scrub 2 (the middle one), then Scrub 3 (on the right), and then Scrub 1 (on the left).

QUEEN GOHMA

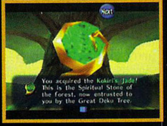
After defeating the three Deku Scrubs, enter the chamber and use the top C Button to spy Queen Gohma crawling on the ceiling. When she spots you with her single eye, she'll descend upon you. Stun her by either shooting her eye when it is red or tossing a Deku Nut in front of her. While she's stunned, attack her with your sword until she retreats to the ceiling.



Gather ammo by chopping the plants or slashing the baby Gohmas hatched from the queen, then attack her eye.



By shooting her eye when it's red or throwing down a Deku Nut, you'll make the queen collapse temporarily.



You acquired the Kokiri's Jade! This is the Spiritual Stone of the forest, now entrusted to you by the Great Deku Tree.

If you're victorious, you'll earn a Spiritual Stone.

HYRULE CASTLE

As you head for the castle, Saria will give you an Ocarina.

As you leave the woods, Saria will give you an Ocarina. Travel across the field to enter the Market inside the castle to meet Malon, the red-haired girl dressed in white. After speaking with her, journey down the path behind her to enter Hyrule Castle. If you let a guard throw you out of the castle grounds, you'll meet Malon again, and she'll give you an egg.

LINK'S OBJECTIVES

1. Visit the Market's shops and villagers.
2. In the Market, talk to Malon.
3. Near the castle gate, get the egg from Malon.
4. Slip past the guards to reach the right side of the moat.
5. In the morning, wake Talon with the hatched egg.
6. Slip past the guards in the courtyard.
7. Get the letter from Princess Zelda and learn Zelda's Lullaby from Impa.

SNEAKING INTO THE CASTLE

The guards will toss you out if they spot you inside the castle's iron gates. The map to the left shows the best path take. The purple map depicts walkways, so Point 4's route suggests you leave the beaten path to cut across the grassy hill to the stone wall.

Go straight this way and you will find Hyrule Castle.

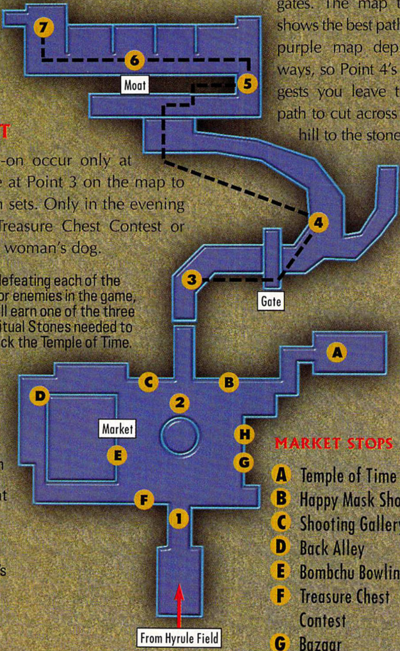
On his way to the castle, Link will meet the owl who always hoots out important advice.

Hey, have you heard that Princess Zelda sees prophetic visions in her dreams?

Colorful villagers mill about the Market, and many have something to tell you.

AT THE MARKET

Some Market goings-on occur only at night. Bide your time at Point 3 on the map to the right until the sun sets. Only in the evening can you enter the Treasure Chest Contest or return the Back Alley woman's dog.



By defeating each of the major enemies in the game, you'll earn one of the three Spiritual Stones needed to unlock the Temple of Time.

Happy Mask Shop
B

At the Happy Mask Shop, you can become a sales rep, but the store won't open until you show Zelda's letter to the second Kakariko Village guard.

Stand slightly off center when launching your Bombchu. Among the fabulous prizes that you could win is the coveted Piece of Heart.

You won't need a prescription to buy any of the Potion Shop's magic elixirs, remedies and curiosities, but you'll need an empty jar to keep them in.

MARKET STOPS

A Temple of Time
B Happy Mask Shop
C Shooting Gallery
D Back Alley
E Bombchu Bowling
F Treasure Chest Contest
G Bazaar
H Potion Shop

Oh... You're a fairy boy from the forest! My name is Malon! My dad owns Lon Lon Ranch!

What in tarnation?

Equip the egg Malon gives you. Use it to wake her sleeping father when the egg hatches in the morning.

Play cat-and-mouse with the guards. To stay out of sight, walk behind them or duck behind hedges.

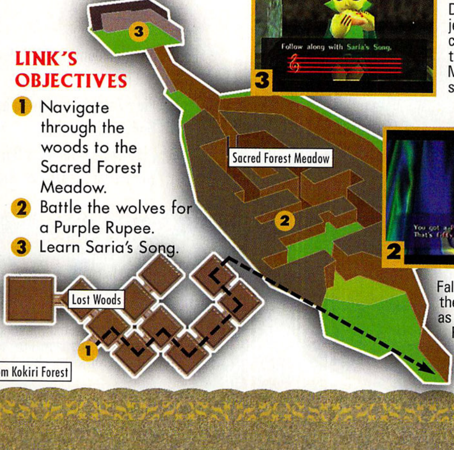
For the first time in his life, Link meets Zelda and Impa who will give him a letter and teach him a song.

LOST WOODS

Before heading to Kakariko Village, return to Kokiri Forest to explore the Lost Woods, which you can enter through the hollow log on the ledge overlooking Mido's house. A wrong turn in the woods will return you to Kokiri Forest, so follow the dotted path on the map below.

LINK'S OBJECTIVES

1. Navigate through the woods to the Sacred Forest Meadow.
2. Battle the wolves for a Purple Rupee.
3. Learn Saria's Song.



Let your ears be your guide. The path to take is the one where the music is the loudest.

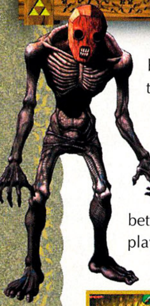
Follow along with Saria's Song.

After trudging through the maze and deflecting the Deku Scrubs' projectile attacks, climb the stairs to the Sacred Forest Meadow to learn a song from Saria.

You got a Purple Rupee! That's fifty Rupees!

Fall into the hole to battle the canines. If you emerge as top dog, you'll win a Rupee.

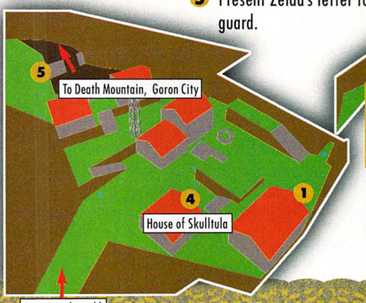
KAKARIKO VILLAGE

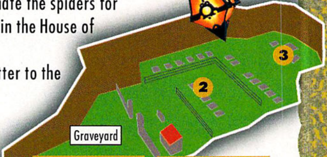


Kakariko Village is a modest and hospitable town, but it also has a dark side. Ghosts haunt the town's Graveyard, and buried beneath it is the Royal Family's Tomb. To enter it, read the tombstones at the rear of the Graveyard to raise the spirits of the Royal Composer Brothers. After laying them to rest with your fighting finesse, stand between their graves and play Zelda's Lullaby.

LINK'S OBJECTIVES

1. Corral the woman's six chickens.
2. Move a tombstone in the Graveyard to reach the Hylian Shield.
3. Enter Royal Family's Tomb to learn Sun's Song.
4. At night, exterminate the spiders for the cursed family in the House of Skulltula.
5. Present Zelda's letter to the guard.





Retrieve the Cuccos and carry them while jumping to land in hard-to-reach areas.

Pull the second tombstone in the front row of graves to uncover the Hylian Shield.

After destroying a gold spider, collect the token it leaves behind to help break the curse.

You'll need a royal permission slip to pass through the guard's gate, so show him Zelda's letter.

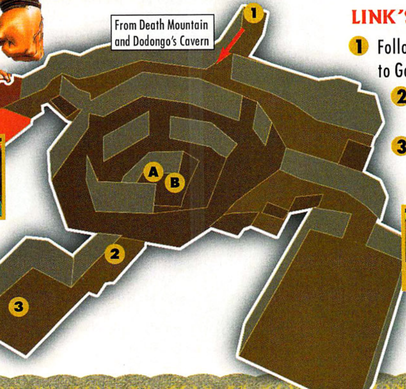
GORON CITY

Zelda's letter is your ticket through the Kakariko Village gate to Goron City. Once you've flashed the letter at the guard, he'll chat about the Happy Mask Shop. Return to the Market to borrow the Keaton Mask, then sell it to the guard. After returning the money to the store (and keeping your profit), venture up Death Mountain Trail to Goron City. On the ground floor of the city, stand at point 2 and play Zelda's Lullaby to open Darunia's chamber. Once inside, play Saria's Song to lighten him up and earn the Goron's Bracelet.

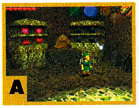
Follow Death Mountain Trail along the cliff edge while dodging rocks and monsters. At the end of the line waits Goron City.

LINK'S OBJECTIVES

1. Follow Death Mountain Trail to Goron City.
2. Play Zelda's Lullaby to enter Darunia's chamber.
3. Play Saria's Song for Darunia to receive the Goron's Bracelet.



Playing Zelda's Lullaby will unlock many places, including Big Brother Darunia's front door.



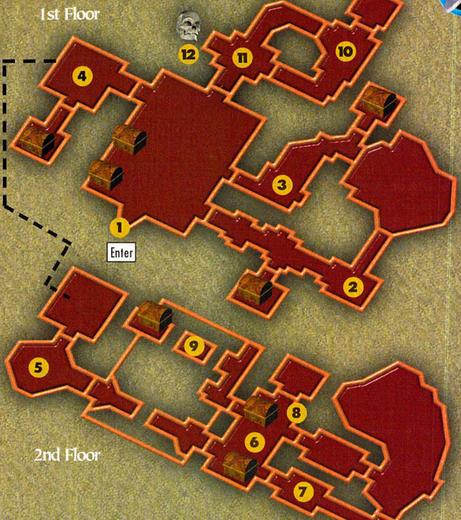
With the Goron's Bracelet you can pick up bombs to blast into the Goron Shop.

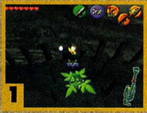
Nothing gets dancing Darunia moving his feet more than hearing you play Saria's Song. In return, he'll give you the Goron's Bracelet.

Light the torches by the jar to make it spin, then throw bombs into it for prizes.

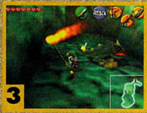
DODONGO'S CAVERN

The Gorons survive on a diet of rocks, but the cream of the craggy crop is trapped in Dodongo's Cavern. In his efforts to spread ruin across Hyrule, Ganondorf sealed the entrance to the cavern with boulders, but a bomb can be your ticket in. To make your explosive entrance, take the pathway on the right after leaving Goron City for Death Mountain Trail. Uproot the Bomb Flower's bomb, then toss it over the cliff. When the explosive lands, it will detonate and turn the boulder barricade to rubble.

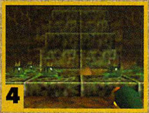




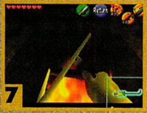
Toss the bomb over the cliff to blast your way into Dodongo's Cavern below.



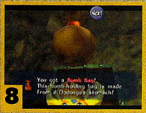
Shoot or slash the lizards in their tails, then light the torches to escape.



Access the stairs by placing a bomb in the middle of the row of Bomb Flowers.

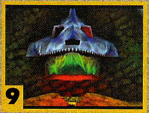


To snuff the fire on the platform, fire the slingshot at the eye on the wall.

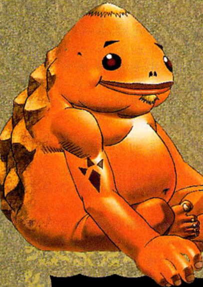


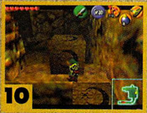
You got a Bomb Bag! This bomb-holding bag is made from a Dodongo's stomach!

Open the chest in the roving Blade Traps' room to find a bag for holding bombs.

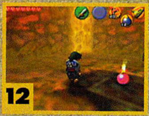


Once you've thrown bombs into the skull's eye sockets, you can enter its mouth.





Push each block until you reach another, then move the new block.



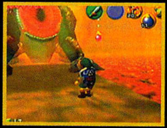
King Dodongo lurks in the room beneath you. To drop in on him, blast a hole in the floor by bombing the dark patch on the ground.

LINK'S OBJECTIVES

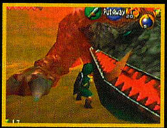
1 Near the entrance to Goron City, throw a bomb over the cliff.
2 Move the statue to weigh down the door switch.
3 Set your Deku Stick on fire to light the unlit torches.
4 Drop a bomb in the middle of the Bomb Flowers to activate the stairs.
5 Move the statue to reach the ladder and the switch above.
6 Pull the stone block from the wall to climb the ladder.
7 Extinguish the fire by shooting the eye.
8 Shoot the eye at the end of the hall, then face left to shoot a second eye.
9 Drop bombs from the suspended bridge into the skull's eye sockets.
10 Push the blocks to reach the other blocks until you reach Point 11.
11 Push the block into the hole to weigh down the switch inside.
12 Bomb the shadowy square in the middle of the room.

KING DODONGO

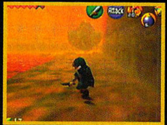
Thought to be extinct, a gargantuan Dodongo is alive, kicking and breathing fire in the lowest level of Dodongo's Cavern. Steer clear of the lava pit in the middle of the lair, and seek refuge along the pit's shoreline when the king spits fire or steamrolls your way. To take the spark out of his attacks, toss bombs into his mouth. When one explodes in his throat, swipe at him with your sword.



Use the Z Button to target King Dodongo's mouth, then lob a bomb into it when it is wide open.

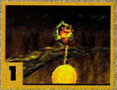


After he gulps a bomb, it will explode, bringing him to his knees. When he's down, use your sword to attack him.



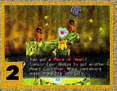
After you slash him, King Dodongo will roll toward you. Run past him, then lob more bombs into his mouth.

Back to the Lost Woods



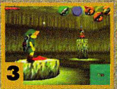
TARGET GAME

Enter the Lost Woods from Kokiri Forest and take the first right. With your slingshot, shoot the center of the hanging log target. If you score three 100-point hits, you'll win a Deku Nuts Bullet Bag.



MUSIC MIMIC

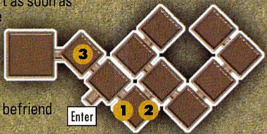
After playing the target game, climb down the ladder and stand on the stump. As soon as you take out your Ocarina, the Skull Kids will play a song for you. Mimic their songs until they reward you with a Piece of Heart.



FOR SARIA

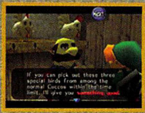
If you turn left as soon as you enter the Lost Woods, you'll come upon a solo Skull Kid. While standing on the stump, play Saria's Song. A friend of Saria's, the Skull Kid will befriend you and give you a Piece of Heart.

Before journeying further, return to the Lost Woods. Saria is always a source of help, and, once again her ocarina and song will prove handy—in this case, earning you the Pieces of Heart contained in the woods. Even her home in Kokiri Forest will be helpful, because it's well-stocked with RecoveryHearts.

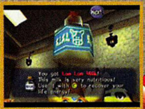


Lon Lon Ranch

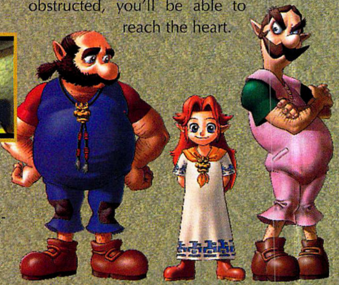
Reunite with Malon and Talon at their home. The two Lon Lon Ranch residents raise their horses with the help of disgruntled ranchhand Ingo. Perhaps he'd be happier if he knew of the Piece of Heart hidden in the stone tower behind the horses' fenced range. By rearranging the crates inside so the crawlway in the corner of the tower is no longer obstructed, you'll be able to reach the heart.



As you enter Lon Lon Ranch, walk into the building to the left where lazy Talon is catching another forty winks. Wake him to play his game.



For ten Rupees you can vie for a bottle revitalizing Lon Lon Milk in a game of pickin' chickens. To win, find the three Super Cuccos within 45 seconds.

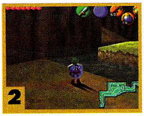


ZORA'S RIVER

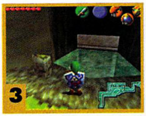
LINK'S OBJECTIVES

1. Leap from the left bank to the right.
2. Cross the shallow water, then head for the waterfall.
3. Find the underwater shortcut to the Lost Woods.
4. Play Zelda's Lullaby to enter Zora's Domain.

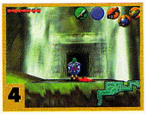
The aquatic Zoras hold the third Spiritual Stone you'll need to unlock the Temple of Time. To reach their domain, turn right as you approach Hyrule Castle. Rather than crossing the bridge to enter Kakariko Village, follow the river upstream.



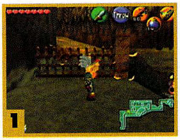
Stand on the log near Point 2 and play your Ocarina for the frogs who'll reward your musicianship, then slosh through the shallows to the right bank.



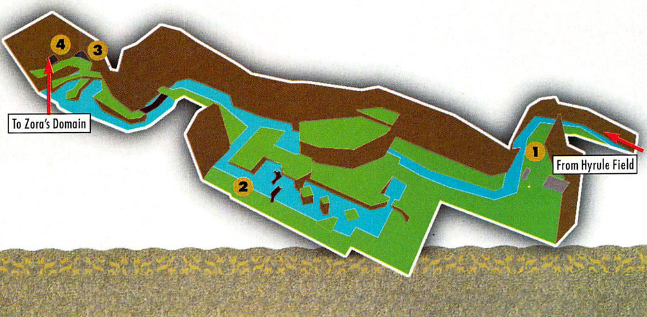
Once the Zoras enable you to dive deeper, you'll be able to swim through the hole to the Lost Woods.



The waterfall conceals the entrance to Zora's Domain. Lull the downpour into a drizzle by standing in front of the falls and playing Zelda's Lullaby.

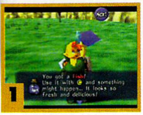


Bomb your way through the boulders as you travel up the left bank, then leap to the right side when you reach the gate.



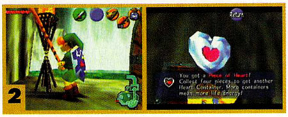
ZORA'S DOMAIN

Once the sounds of Zelda's Lullaby have stopped the falls from falling, jump into the cliffside entrance to Zora's Domain. Link will need to learn how to become a better diver, and if anyone can teach him, it's the school of fish-like Zoras. To take the plunge with their diving lessons, follow the path uphill, then turn left when you reach King Zora.



You got a Fish!
Use it with C and something might happen... It looks so fresh and delicious!

Got milk? Then drink it, and use the empty bottle to scoop up a fish in the shallow water.



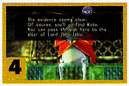
You got a Piece of Heart!
Collect four pieces to get another Heart Container. More containers mean more life energy!

Lighting torches brings good fortune. Set your stick ablaze with the flaming in the shallows, then dash behind the falls to light a pair of torches. When both are burning, a chest containing a Piece of Heart will appear.

LINK'S OBJECTIVES

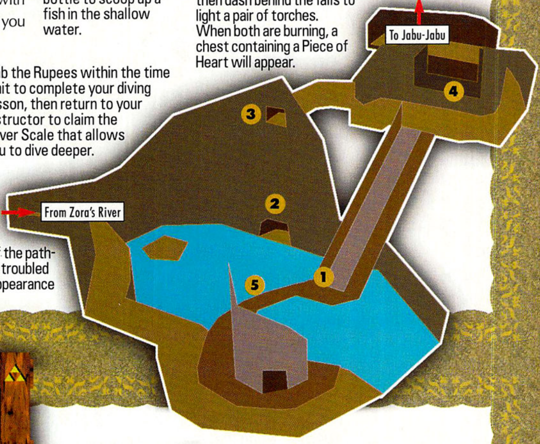
1. Use an empty bottle to catch a fish.
2. Use a Deku Stick torch to light the torches behind the waterfall.
3. Practice diving to earn the Silver Scale.
4. Talk to King Zora.
5. Dive through the underwater cavern to Lake Hylia.

Nab the Rupees within the time limit to complete your diving lesson, then return to your instructor to claim the Silver Scale that allows you to dive deeper.

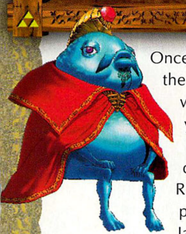


The evidence seems clear.
Of course, you'll go find Ruto.
You can pass through here to the altar of Lord Jabu-Jabu.

When you reach the top of the pathway, talk to King Zora, the troubled fish who laments the disappearance of his daughter Ruto.



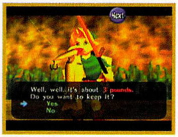
LAKE HYLIA



Once you've earned the Silver Scale, dive to the underwater tunnel across from the waterfall inside Zora's Domain. When you come out the other end, pick up the bottle as you surface in Lake Hylia. On dry land, open the bottle to read Princess Ruto's plea for help. Apparently, the princess was swallowed by Lord Jabu-Jabu. Ruto can give you the final Spiritual Stone, so after exploring the Hylia Lakeside, dive into the tunnel beneath the ruins to return to her father, King Zora, in Zora's Domain.

2 GONE FISHIN'

Pay 20 Rupees for your chance to hook a record fish. The "lunker" usually swims near the log in middle of the pond.

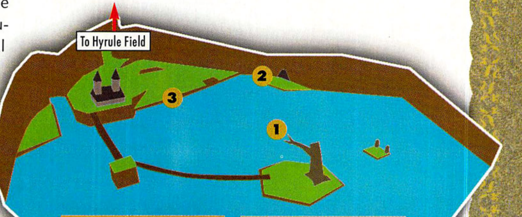


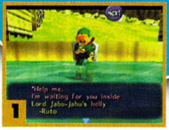
Well, well...it's about 3 pounds.
Do you want to keep it?
Yes
No

Throw back any fish that's not "a real lunker." Once you've reeled in the big one, take it to the counter to claim your prize.

LINK'S OBJECTIVES

1. Pick up the bottle as you emerge from the Zora's Domain underwater tunnel.
2. At the Fishing Pond, reel in a fish with a record weight.
3. Dive to the opening to reenter Zora's Domain.





"Help me.
I'm waiting for you inside
Lord Jabu-Jabu's belly
-Ruto

When you swim into Lake Hylia, pick up the nearby bottle. The message inside is a plea for help from Ruto.

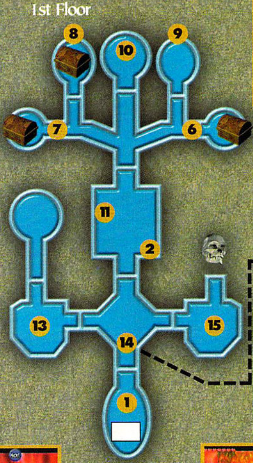
With news of Ruto's whereabouts, swim back to Zora's Domain by diving into the tunnel beneath the ruins.

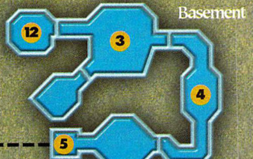
INSIDE JABU-JABU'S BELLY

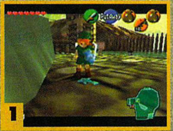
Jabu-Jabu flounders in Zora's Fountain behind King Zora's throne. To enter the fountain, show King Zora the letter from Ruto. After the blubbery king scoots out of the way to reveal the entrance to the fountain, travel up the ramp on the right side of the room to begin your rescue mission. Since Ruto is trapped inside Jabu-Jabu's belly, enter the big whale's mouth by offering the fish you've bottled. Inside, you'll meet feisty Ruto, who'll demand that you carry her wherever you go. Fighting with your hands full can be tricky, so if you end up losing the princess, journey back to Point 3 to find her.

LINK'S OBJECTIVES

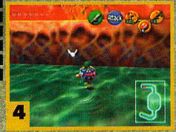
1. Enter Jabu-Jabu by offering the fish in the bottle.
2. Meet Ruto and follow her through the hole.
3. Talk to Ruto twice, then carry her.
4. Throw Ruto to the opposite ledge, then step on the switch.
5. Ride the elevator with Ruto to Point 14, then head to Point 6.
6. Get the Boomerang.
7. Place Ruto on the switch, then throw the Boomerang at the tentacle to earn the map.
8. Get the compass.
9. Destroy the tentacle.
10. Destroy the tentacle.
11. Find Ruto at Point 2, then take her through the hole at Point 11.
12. Throw Ruto onto the platform, defeat Bigocto, then ride the elevator.
13. Throw the Boomerang at the platforms.
14. Ride the elevator, then place a crate on the switch.
15. Shoot the uvula.



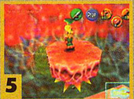



1

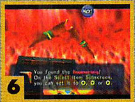
Stand in front of Jabu-Jabu, then release the fish you've caught in your bottle to make the whale open up and say "ahh."


4

After tossing Ruto on to the opposite ledge, rejoin her by tripping the switch to raise the water.

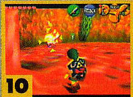

5

Ride the elevator up with Ruto. Hop off at the top floor, then enter the passage to the right of the crates.

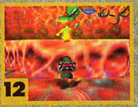

6

You found the Boomerang!
On the Select Item Subscreen,
you can set it to ○, ○ or ○.

Set Ruto on the ground, then shoot the Stingers to win the Boomerang.


10

Target the tentacle's narrow area as soon as you enter, then hurl your Boomerang.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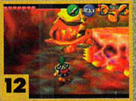
Zora's Sapphire sits on top of the platform. Throw Ruto to it so she can reclaim her family's Spiritual Stone.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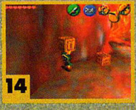
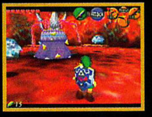
Chase the Bigocto until you can hit it with your Boomerang, then use your sword to slash its bulbous backside.

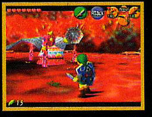

14

Take the crate to the far hallway leading to Point 15 to weigh down the switch.

BIO-ELECTRIC ANEMONE BARINADE

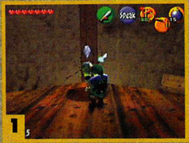
Lord Jabu-Jabu has been acting strangely, and the root of his problem is the Bio-electric parasite that has infested him. Assail the anemone with your Boomerang to sever the Barinade's tentacles from the ceiling. The Barinade will retaliate by shooting lightning bolts, so stay on the move and circle it as you attack. The Barinade will also radiate jellyfish from its body, so shoot them down, then, when you have a clear shot, slash the anemone's trunk.


When its body flashes red, charge the Bio-electric Anemone Barinade to attack its trunk with your sword.

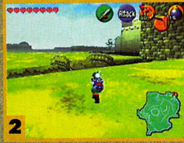

Keep moving to avoid getting zapped by the electric charges, and destroy the jellyfish so the Barinade's body is vulnerable.

As a reward, Princess Ruto will grant you Zora's Sapphire, and, possibly, her hand/flipper in marriage.

To the Temple of Time



For every ten spider tokens you earn, return to the House of Skulltula for a reward.

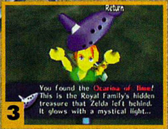


Once you've claimed the three Spiritual Stones, return to Hyrule Castle to see Zelda.

LINK'S OBJECTIVES

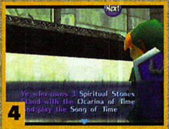
1. Exterminate any leftover gold spiders, blow up any conspicuous boulders, and go to the top of Death Mountain.
2. Go to Hyrule Castle.
3. Dive for the Ocarina of Time in the moat.
4. Learn the Song of Time.
5. Enter the Temple of Time.
6. Play the Song of Time at the altar.
7. Enter the Door of Time and draw the Master Sword.

Armed with the three Spiritual Stones, you can unlock the Temple of Time. You'll enter as a child and emerge as a man, so before checking your adolescence at the door, tie up any loose ends. Use your newly-earned boomerang to retrieve any gold spider's hard-to-reach token. Bomb your way to the top of Death Mountain to learn magic. When the owl flies you from the mountain to a Kakariko rooftop, walk to the awning above the Cucco pen to enter the house and claim its caged Piece of Heart. Once you've learned magic, bomb the boulder behind the castle gates to earn Din's Fire.



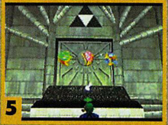
You found the Ocarina of Time!
This is the Royal Family's hidden
treasure that Zelda left behind.
It glows with a mystical light...

With Ganondorf in hot pursuit, Impa rides away with Zelda. As they flee, Zelda will throw the Ocarina of Time into the moat.

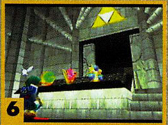


Ye who owns 3 Spiritual Stones
Stand with the Ocarina of Time
And play the Song of Time

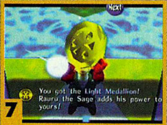
When Link retrieves the ocarina, he'll receive a telepathic message from Zelda detailing how to play the Song of Time.



With the Spiritual Stones, enter the Market, then turn right at the Mask Shop to enter the temple.



Stand on the red arrow in front of the altar, then play the Song of Time to unlock the Door of Time.

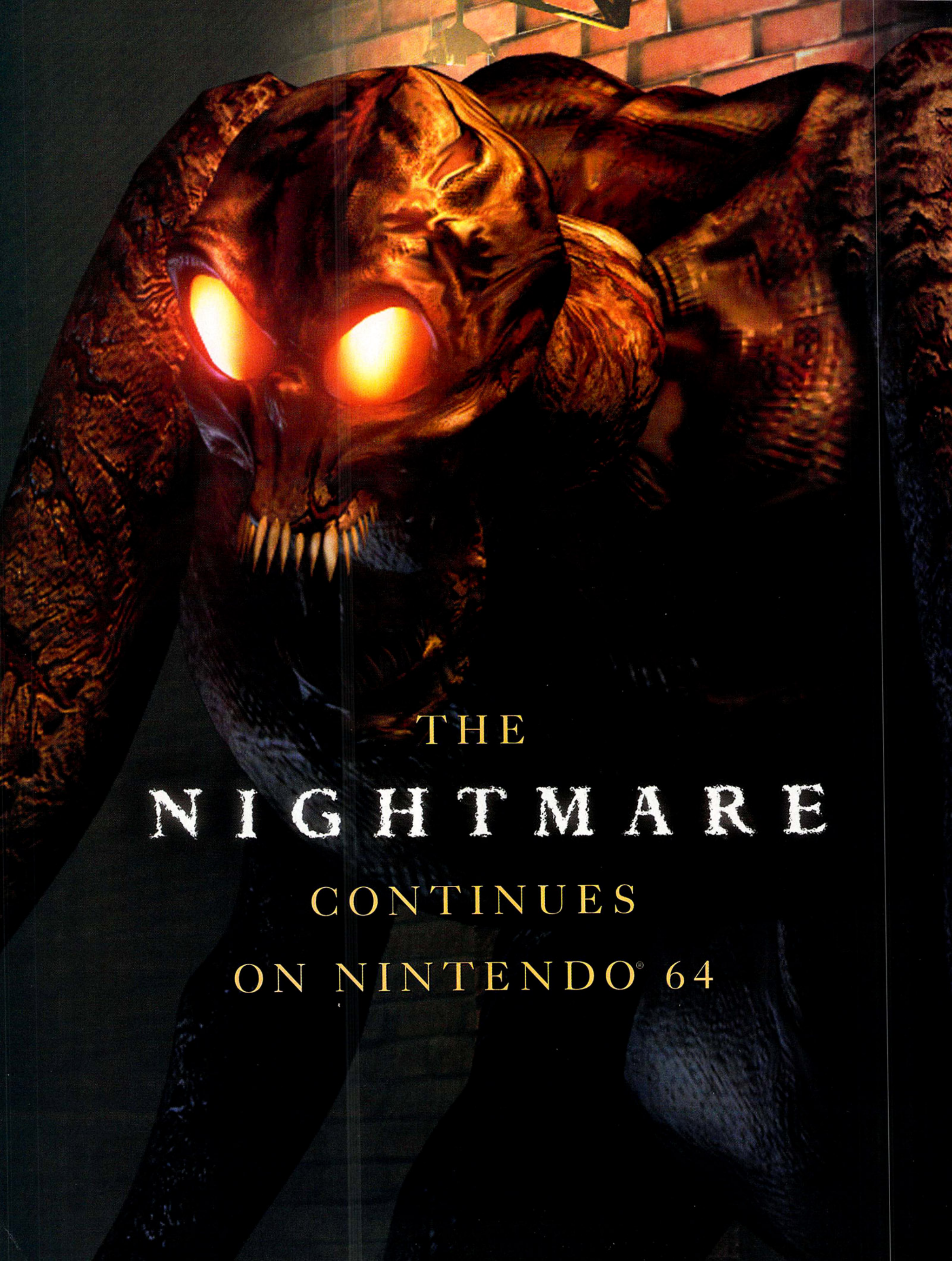


You got the Light Medallion!
Rauru the Sage adds his power to yours!

In the temple, Link receives the Light Medallion, the first of the six Sages' Medallions.

WHILE YOU WERE SLEEPING

When Link awakens from his Rip Van Winkle slumber in the Temple of Time, he'll discover that seven years have passed, and ages of more epic adventuring lies ahead. Link will learn that Ganondorf has turned upside down the peaceful world he once knew, and the six Sages' medallions and a mysterious Sheikah may be the keys to reversing the disorder. Seven years is a lot of lost time. It's a good thing you'll have to wait only until next month to catch up.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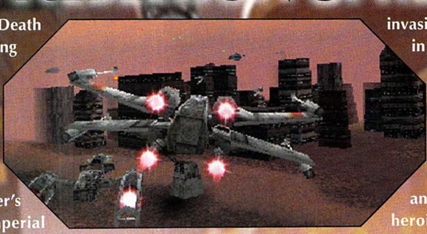
In a galaxy very close to home, LucasArts is putting the *finishing touches* on the latest and greatest N64 Star Wars *adventure.* Come join Luke Skywalker and Rogue Squadron *as Nintendo Power* takes an interstellar peek at the Rebel *Alliances' continuing* struggle against the Galactic Empire.

STAR WARS® ROGUE SQUADRON™

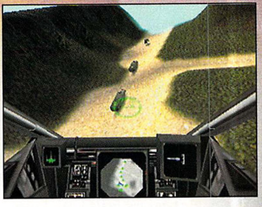
THE REBELLION SPREADS



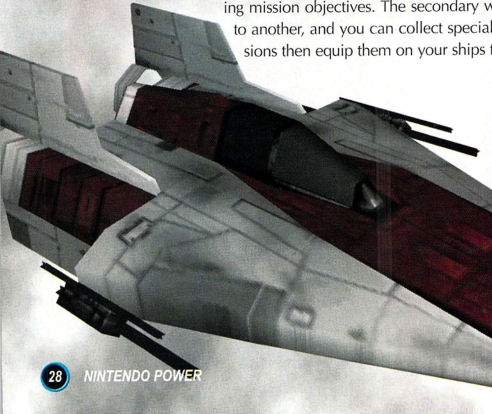
After the destruction of the first Death Star at the battle of Yavin, young Luke Skywalker formed Rogue Squadron from the corps of brash, young, Rebel pilots. His tour of duty took him on missions from Tatooine to Corellia and even to the beautiful Jade Moon. That period of Skywalker's career ended with the Imperial invasion of the ice planet Hoth. But in between, Luke tallied 16 missions, flying five types of Rebel fighters on a wide variety of worlds throughout the galaxy. This December, you will take Luke's place in Rogue Squadron, reliving the excitement and facing the challenges of those heroic times. Here's what you'll see.

REBEL WINGS

The five fighter craft in the Rebel arsenal use the same controller configurations, but each one has its own strengths and weaknesses so they're useful in different combat situations. Whether you fly in third-person perspective or inside the cockpit, you'll have blaster cannons for toasting enemies, boosters and brakes for maneuvering, and a radar screen for tracking enemies and locating mission objectives. The secondary weapon system varies from one craft to another, and you can collect special power-up technologies during missions then equip them on your ships for later stages.

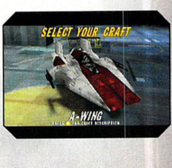


The first person view moves the radar and damage meter to the bottom of the screen in the ship's flight console.



A-WING

The fastest Rebel fighter, the A-wing can hold its own even against the speedy TIE interceptor. Along with twin engines and twin blaster cannons, the A-wing also carries a limited number of missiles. Deflector shield capability is much lower than the X-wing's, but the A-wing's maneuverability is high.



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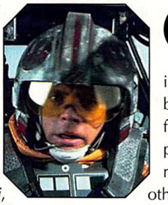
X-WING

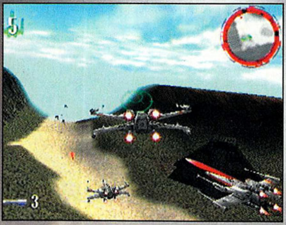
Luke's signature spaceship, the B-65 X-wing, is the fighter of choice for Rogue Squadron. It carries four blaster cannons and several proton torpedoes and is powered by four engines. The X-wing boasts an almost perfect balance of speed, maneuverability and defensive shields.

SELECT YOUR CRAFT
X-WING

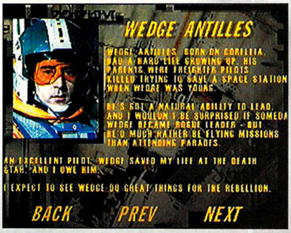
ROGUES' GALLERY



As Luke Skywalker, you won't have to go it alone. Your wingmen in Rogue Squadron will be there to help you face the TIE fighters and Imperial walkers that seem to crop up on every mission. In *Star Wars, The Empire Strikes Back,* and *Return of the Jedi,* many members of the famous Rogue Squadron were introduced to *Star Wars* fans. Wedge Antilles, Zev Senesca, Dack Ralter and Wes Janson are several of the familiar names that appear in the game. LucasArts has even included an impressive biography for each pilot. During missions, the other pilots will back you up and attack enemy ships and defensive positions. Unlike the wingmen in Star Fox 64, however, you won't have to go to their rescue—at least in most cases. But you shouldn't rely too heavily on the other Rogues rescuing you, either. Success in any of the missions depends on your performance, your speed, efficiency, kills, and on your completing mission objectives. Great performances will earn medals of commendation.



The members of Rogue Squadron fly support on all of your missions. At the Recruit difficulty level, your wingmen are a big help.



WEDGE ANTILLES

WEDGE ANTILLES, BORN ON CORELLIA, HAD A HARD LIFE GROWING UP. HIS PARENTS WERE FREIGHTER PILOTS KILLED TRYING TO SAVE A SPACE STATION WHEN WEDGE WAS YOUNG.

HE'S GOT A NATURAL ABILITY TO LEAD, AND I WOULDN'T BE SURPRISED IF SOMEDA WEDGE BECAME ROGUE LEADER - BUT HE'D MUCH RATHER BE FLYING MISSIONS THAN ATTENDING PARADES.

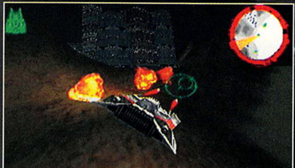
AN EXCELLENT PILOT, WEDGE SAVED MY LIFE AT THE DEATH STAR, AND I OWE HIM.

I EXPECT TO SEE WEDGE DO GREAT THINGS FOR THE REBELLION.

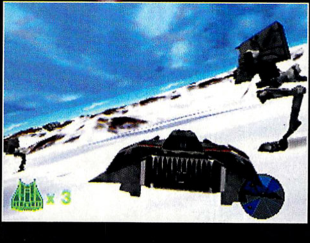
Biographies of Wedge Antilles and the other Rogue members include voice narratives.

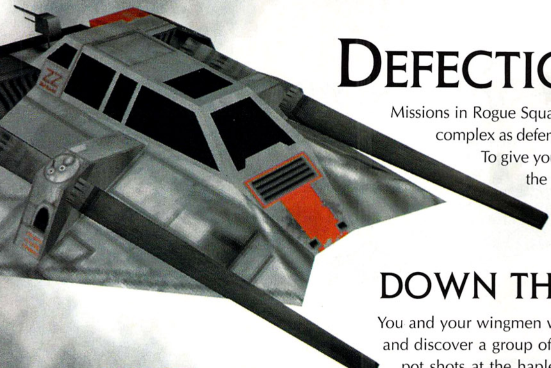
TRUST THE FORCE

As always, the Force is with LucasArts, which continues its winning tradition of great games with Rogue Squadron. The idea for the game originated even before Shadows of the Empire was finished. While creating the wildly popular snow speeder stage for Shadows, Mark Haigh-Hutchinson realized that the flying and shooting action in the Hoth level could be the basis of an entire game. Now, 15 months after the project began, Mark and the 28 other programmers, artists, designers and testers at LucasArts and Factor 5 have turned the notion into reality. Featuring five cool Rebel fighters, extraordinary real-time lighting, great depth of play with multiple mission objectives, and perhaps the most advanced sound engine of any N64 game, Rogue Squadron promises a level of excellence that even Master Yoda would admire.



Real-time lighting effects from missiles and other phenomena add to the excitement and realism of the futuristic battles.



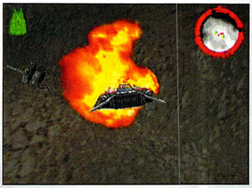


DEFECTION AT CORELLIA

Missions in Rogue Squadron can be a simple matter of protecting a Rebel ship or as complex as defending a city while Imperial forces attack from air, land and sea. To give you an example of how a mission works, we'll take you through the Defection at Corellia mission in the alpha version of the game. Since this isn't the finished game, mission objectives, strategies and locations may change.

DOWN THE DROIDS

You and your wingmen will track down a disturbance and discover a group of Imperial droids. As you take pot shots at the hapless probe droids, a desperate message from the city interrupts your target practice.



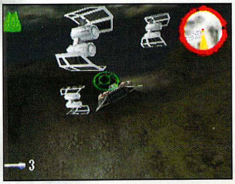
SPEEDER

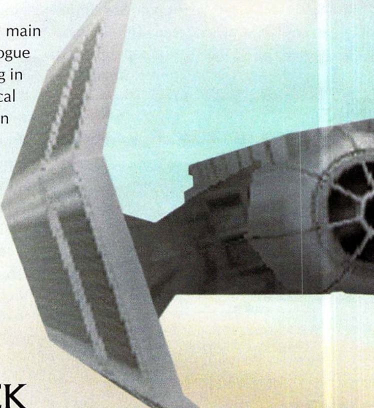
SELECT YOUR CRAFT
SPEEDER

The maneuverable snow speeder features a harpoon tow cable, a low flight ceiling and extra armor plating, but deflector shields were deemed too expensive. It handles very much like the X-wing

BOMBER RAID

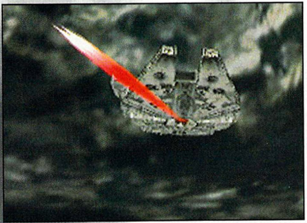
TIE bombers have begun attacking the main towers of the city and it's up to Rogue Squadron to destroy the bombers. Flying in a speeder, you'll have to hug the vertical walls of city towers while chasing down the enemies.





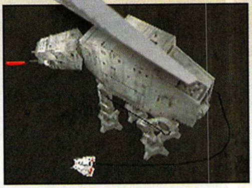
PROTECT CRIX

Once the bombers have been blasted, a call comes from General Crix Madine, who wants to defect to the Rebel Alliance. He is under attack at a tech center outside of the city. Off you go to lend a hand, once again facing TIE fighters and bombers.



GROUND ATTACK

The most difficult part of the battle now begins. The scale of detail is amazing. You'll see armored Imperial storm troopers running around on the ground. At this time, Han Solo shows up in the Millennium Falcon to lend a hand, but the main target in the city is under heavy fire from an AT-AT walker. Since you're in a speeder, you can use your tow cable to wrap up its legs and drop the walker.

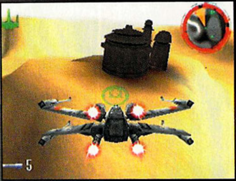


Cut scenes fill you in on story events and progress of your battle.

KEEPING IN TOUCH

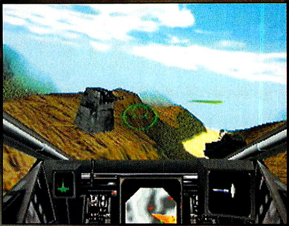
Information comes to you in several forms during the mission. As the mission begins, a cinematic sequence introduces the basic goals. During missions, audio messages will arrive from Rebel coordinators on Home One, the mother ship. Cut scenes, in 3-D, often appear, as well, particularly when conditions change suddenly. If you complete a mission, or fail, a final scene fills you in on the outcome. One of the great things about Rogue Squadron is that even with all the messages, you still have to prioritize targets and determine what is really going on. Sometimes the Imperial forces seem to make diversionary raids to draw you away from their real target. This is far more than just a *Star Wars* shooter.

PLANETARY EXPLORATION

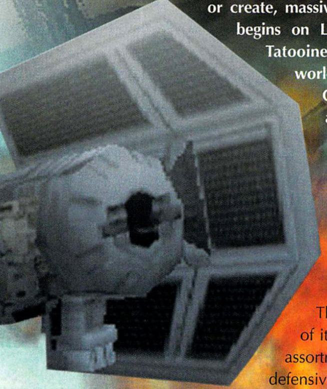


During a routine mission on Tatooine, Luke flies through Beggars' Canyon, over Mos Eisley, and even around the palace of Jabba the Hutt.

The *Star Wars* universe has expanded over the years, first with the creation of settings for the three movies, and then with a growing series of novels based on the main *Star Wars* characters. That world now includes dozens of planets, moons, cities and bases throughout that distant galaxy. In Rogue Squadron, 16 different worlds come into play when Luke's team descends on them to prevent, or create, massive mayhem. The game begins on Luke's home world of Tatooine, then moves on to worlds such as Barkhesh, Corellia, the Jade Moon and Taloraan. Except for the cloud battle at Taloraan, all of the missions take place close to the planets' surfaces, just like the Hoth battle in Shadows of the Empire. You'll have to navigate over large distances, since the areas are at least four to five times larger than the snow speeder stage of Shadows. When fighting at close quarters, you'll often find yourself winging between buildings or dodging through canyons. Learning the difficult terrain is often the primary task for rookie pilots, but even for experts the hard deck is a danger.

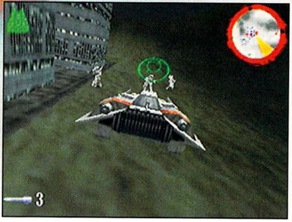


In the valleys of Barkhesh, it's easy to get separated from the ground convoy. If you wander too far afield, you'll have to face turret crossfire all by yourself.

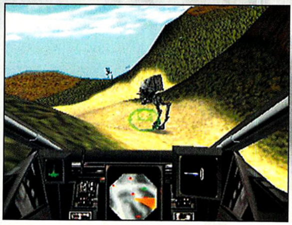


IMPERIAL COMPLICATIONS

The Empire strikes back with an impressive arsenal of its own, including aerial fighters and bombers, an assortment of walkers, probe droids, storm troopers, defensive gun emplacements and naval craft on oceanic worlds. You'll even encounter speedy storm troopers mounted on hover bikes. The AI for the enemy units varies according to the type of unit and the Imperial objectives during a stage. Sometimes the Empire will target Rogue Squadron directly, but most often the target will be something you're trying to protect.

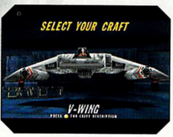


Using level of detail (LOD) models in the game allows players to fly in close to a unit, such as this storm trooper squad, and see a stunning amount of detail.

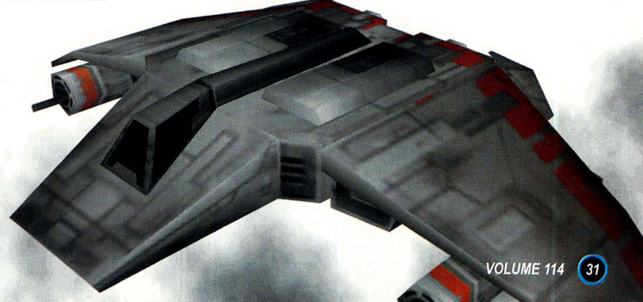


Walkers include the big AT-ATs, smaller AT-STs, and the new AT-PT personnel transports. Some new unit designs like the AT-PT were derived from sketches created by legendary *Star Wars* designer, Ralph McQuarrie.

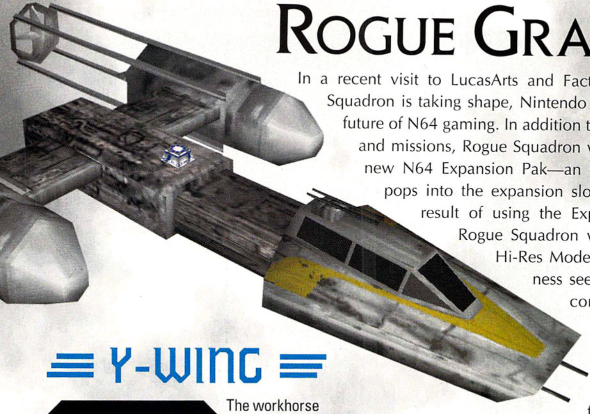
V-WING



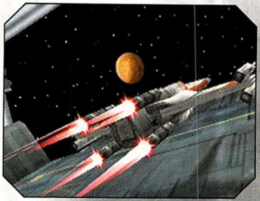
The new V-wing, which first appeared in the *Star Wars* novels, is fast and light. It has rapid-firing and regular-firing blaster cannons, but the cannons can overheat in rapid-fire mode. Although the V-wing has no shields and very little armor, it makes up for it with nimble handling and an extra thrust capacity from its engines.



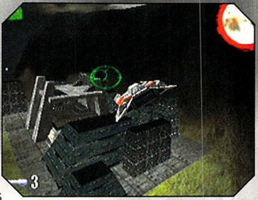
ROGUE GRAPHICS



In a recent visit to LucasArts and Factor 5, where Rogue Squadron is taking shape, Nintendo Power glimpsed the future of N64 gaming. In addition to all of its cool ships and missions, Rogue Squadron will make use of the new N64 Expansion Pak—an extra RAM Pak that pops into the expansion slot of your N64. The result of using the Expansion Pak is that Rogue Squadron will run in stunning Hi-Res Mode, giving it the crispness seen only in advanced computer graphics. (The screen shots used in this article are the first to be published taken from the Hi-Res Mode.) When the Rogue development team heard about Nintendo's intention to sell the Expansion Pak this fall, they jumped at the chance to boost Rogue's graphics. In fact, it was an easy switch since the intro scenes in Rogue Squadron were already running in Hi-Res. You can learn more about the Expansion Pak in this month's Pak Watch.



The intro scenes make use of Hi-Res Mode even without the Expansion Pak, but you'll need the extra ram to fly all your missions in Hi-Res.



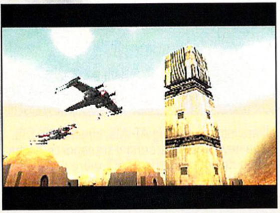
≡ Y-WING ≡

SELECT YOUR CRAFT
Y-WING

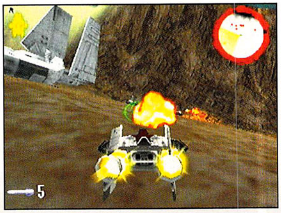
The workhorse of the Rebel fleet, the slow and cumbersome Y-wing has extensive armor and shields. The ship uses bombs and a topside ion cannon that can cripple rather than destroy enemy targets. The cannons have an auto-assisted firing feature.

THE SOUND FACTOR

In an office complex a short walk from LucasArts, a small group of programming wizards has been gathered from abroad at Factor 5. Their use of sound, music and voices in Rogue Squadron is particularly special, setting a new level of excellence for N64 games. The game's composer used existing scores from *Star Wars* composer, John Williams, along with newly created themes that have a similar "Star Wars" sound. Instead of recording all the music for playback during the game, the sound team created all the instrumental voices and a program that acts like a conductor so the music is actually played to accompany whatever action is happening in the game. For instance, if you fly away from the heat of battle, the music will become softer, the tempo slower, and a new theme may begin. But when you rejoin the fight, the music will pick up the pace to match the action. The Rogue team calls this Interactive Music, and Julian Eggebrecht, President of Factor 5, says, "It's just like having a little orchestra inside the game." As for speech, the developers created a sound compression technology that squeezes data to a ratio of 1 to 12 or 1 to 13 compared with normal N64 sound compression ratios of 1 to 3 or 1 to 4. So in spite of the 128-megabit Game Pak size, Rogue includes narrative voices almost everywhere, from the biographies of Rogue Squadron pilots to the messages that notify you of important events during game play. The voice parts were recorded using professional talent, including a Mark Hamill sound-alike for the part of Luke. In the immortal words of Darth Vader, "Impressive!"



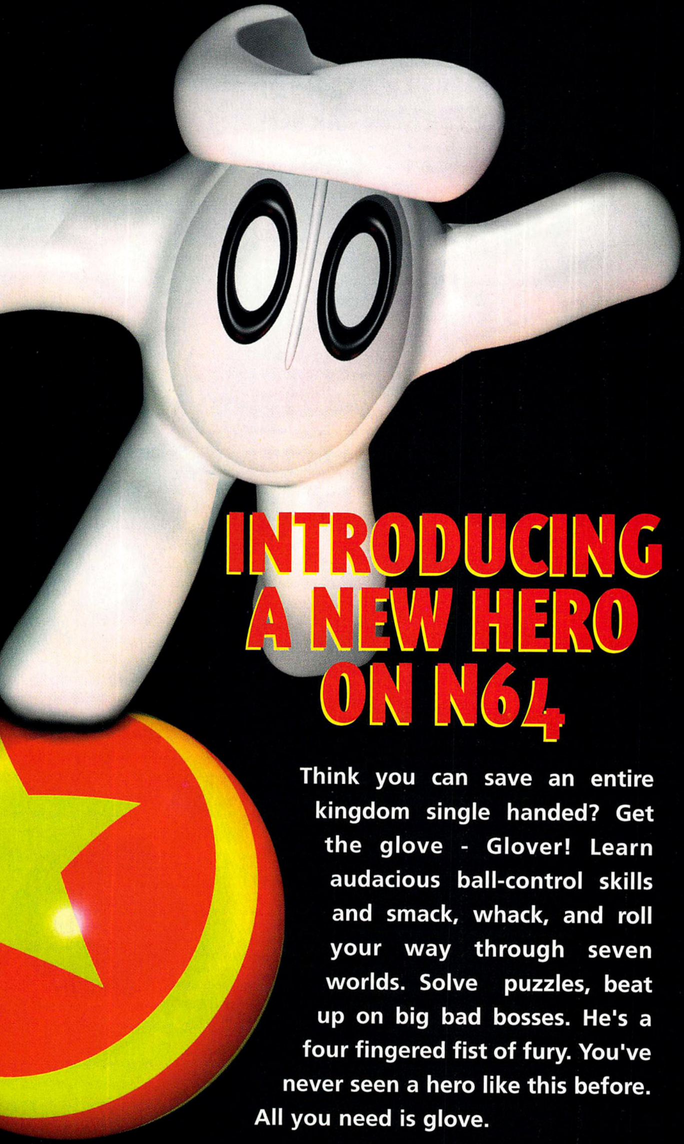
Voice narratives tell you about ships, Rogue members and the setup to each mission.



During battle, you may hear new warnings or even the voices of friends such as Han Solo.

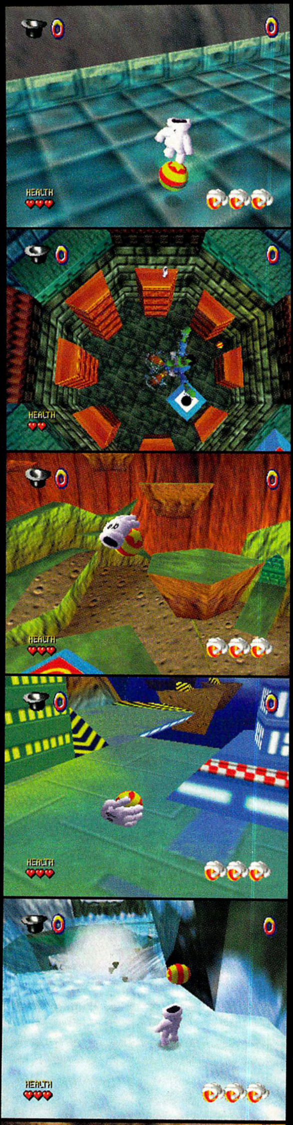
LONG LIVE THE NEW REPUBLIC

This December, LucasArts, along with Nintendo of America, will bring the experience of *Star Wars* combat to the N64 in a way that's sure to thrill Star Wars and action fans like no other game. Rogue Squadron is truly one of the crowning achievements of the current golden age of N64 gaming. Next month, Nintendo Power will conduct full mission briefings to get you started.



INTRODUCING A NEW HERO ON N64

Think you can save an entire kingdom single handed? Get the glove - Glover! Learn audacious ball-control skills and smack, whack, and roll your way through seven worlds. Solve puzzles, beat up on big bad bosses. He's a four fingered fist of fury. You've never seen a hero like this before. All you need is glove.


HEALTH
HEALTH
HEALTH
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HEALTH

HASBRO Interactive
GLOVER

SBRO
ractive

NINTENDO64

EVERYONE
E
CONTENT RATED BY
ESRB

more information about Glover, please visit our website at www.glover-game.com or call 1-800-400-1352.

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THE ONLY THING STANDING BETWEEN THE EVIL HERD AND THE REST OF INSECTKIND IS A LONE CYBORG BEE NAMED BUCK BUMBLE. GET READY TO LOCK AND LOAD, 'CAUSE IT'S TIME TO BUZZ THROUGH 19 STAGES OF INTENSE AERIAL COMBAT, IT'S TIME TO BEE ALL THAT YOU CAN BEE!

Buck Bumble™

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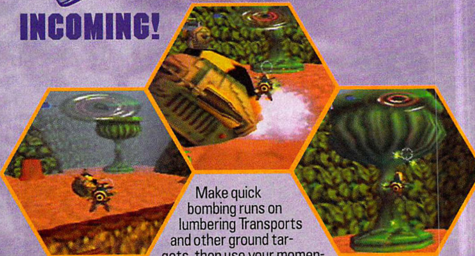
IT'S NO PICNIC

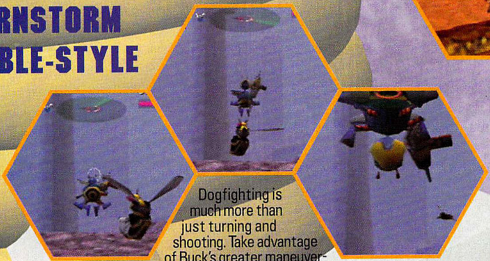
Last issue, we previewed Buck Bumble's major features and hinted at the challenges that await. This month, we're switching over to battle strategies and specific tips on the toughest areas of the game. Defeating the Herd won't be a picnic by any means, but with our help, you should come through with flying colors.

INCOMING!



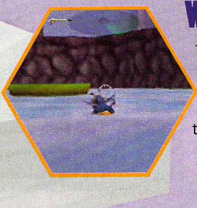
Make quick bombing runs on lumbering Transports and other ground targets, then use your momentum to climb out of range before they can return fire or before they explode and shower you with toxic goo.

BARNSTORM BUMBLE-STYLE



Dogfighting is much more than just turning and shooting. Take advantage of Buck's greater maneuverability and use the loop-the-loop move to take extra shots at fleeing opponents without having to go around.

WATER HAZARD



The water looks inviting, but it's a definite no-no in this game. If you put so much as one segmented leg in the deep blue, you won't be making it back to headquarters fo tea and crumpets.

ADVANCED INSECTICIDE

Different situations call for different weapons, and we have the rundown on your un-bee-lievable arsenal. Just remember that your default gun has unlimited ammo, but your other weapons don't. Save specific weapons for specific types of enemies or for emergency situations.

STINGER

Your default weapon is good for most normal combat situations early in the game, but in the later missions, you should rely more on the Plasma Pistol.

PLASMA PISTOL

The Plasma Pistol packs a much bigger punch than you might expect. Ammo for it is usually plentiful, so don't hesitate to make this your primary weapon.

FRAG CANNON

The heavy shell from the Frag Cannon loses momentum and arcs downward shortly after being fired, so it's best to dive-bomb your targets from above.

CLUSTER BOMB

The Cluster Bomb breaks into many smaller shells, creating numerous explosions over a wide area. This is useful against both surface and aerial enemies.

SPIKER

This fully-automatic weapon has the highest fire rate of all and takes some finesse to master. "Lead" your shots by firing ahead of flying enemies.

PULSE LASER

As you might guess, the Pulse Laser is slow to fire, but it causes considerable damage. If you have a dead-eye aim, this is the weapon for you.

HGS 2000

We don't know what "HGS" stands for, but this baby is the best dogfighting weapon of all. Its homing bullets have limited range but are devastatingly accurate.

EXO-SECT LAUNCHER

The Exo-Sect Launcher is similar to the Frag Cannon in power and rate of fire, but it shoots long-range, unguided rockets instead of cannon shells.

GUIDED MISSILES

These should be called "Steered Missiles" instead! The catch is that you're doing the steering via the Control Stick. The missiles also have a limited range.

FUSION CANNON

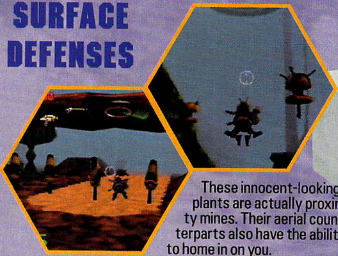
A blast from the Fusion Cannon wreaks havoc over a wide area. The explosion is enough to take down most minor enemies and heavily damage major ones.

Use your special weapons wisely and always keep an eye out for extra ammo that enemies leave behind.

PILOT TO BOMBADIER

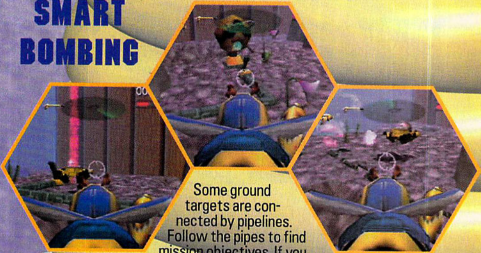
Even in a colorful English garden, not everything is as it seems. You never know which plants are proximity bombs or which bugs are acid-spitting mutants. Choose your flight path wisely and learn when and how to get close to a target.

SURFACE DEFENSES



These innocent-looking plants are actually proximity mines. Their aerial counterparts also have the ability to home in on you.

SMART BOMBING



Some ground targets are connected by pipelines. Follow the pipes to find mission objectives. If you blow up one target, the explosions will often travel along the pipes and hit the next target, too.

HIDDEN BONUSES

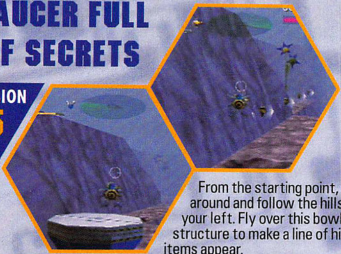
If something looks like it could be hiding an item or a power-up, it probably is. You earn an extra life every 10,000 points, so don't pass up those point pods.

INSECT INTELLIGENCE

Here are tips for some of the tougher spots in the game as well as the locations of a couple of hidden caches of weapons and ammo. Just keep in mind that managing your weapons is the real secret to success in the war against the Herd.

SAUCER FULL OF SECRETS

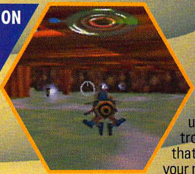
MISSION 6



From the starting point, turn around and follow the hillside to your left. Fly over this bowl-shaped structure to make a line of hidden items appear.

UNDER THE BRIDGE

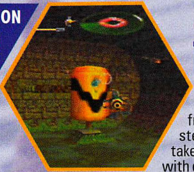
MISSION 7



From the starting point, dive under the bridge to find a treasure trove of extra points. Remember that just touching the water will end your mission quickly.

CUT OFF AT THE SOURCE

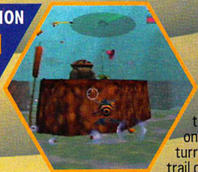
MISSION 8



You'll be seeing these hives a lot from here on. They spew out a steady stream of wasp fighters, so take them out first before you deal with other targets.

UNDER THE GUN

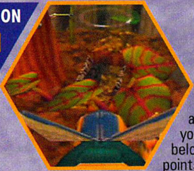
MISSION 9



This turret is nearly indestructible, so don't waste any ammo on it. To avoid the worst from the turret's rapid-fire guns, follow the trail of extra point pods.

THE SECRET GARDEN

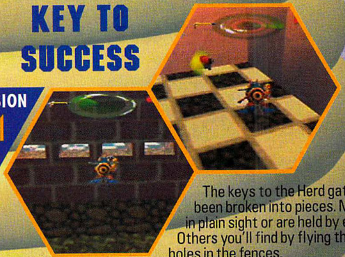
MISSION 10



Fly past the old wooden fence and the pond. Behind a large tree, you'll find this plant and a tunnel below it. Follow the tunnel to find points and power-ups.

KEY TO SUCCESS

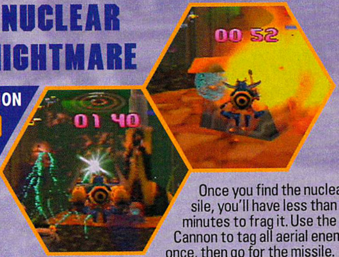
MISSION 11



The keys to the Herd gates have been broken into pieces. Most are in plain sight or are held by enemies. Others you'll find by flying through holes in the fences.

NUCLEAR NIGHTMARE

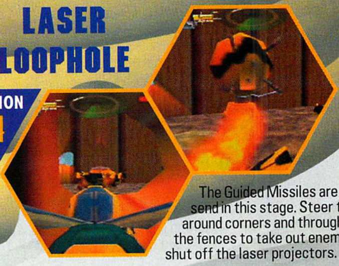
MISSION 13



Once you find the nuclear missile, you'll have less than two minutes to frag it. Use the Fusion Cannon to tag all aerial enemies at once, then go for the missile.

LASER LOOPHOLE

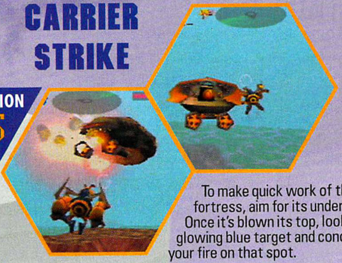
MISSION 14



The Guided Missiles are a godsend in this stage. Steer them around corners and through holes in the fences to take out enemies and shut off the laser projectors.

CARRIER STRIKE

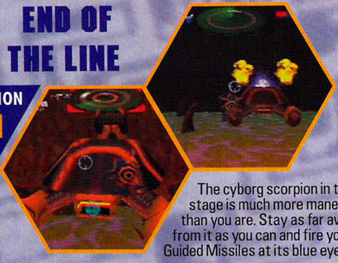
MISSION 15



To make quick work of this flying fortress, aim for its underside. Once it's blown its top, look for the glowing blue target and concentrate your fire on that spot.

END OF THE LINE

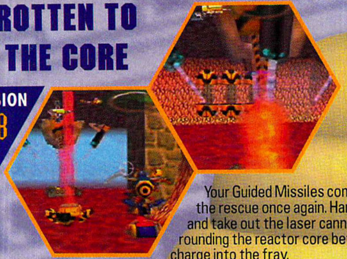
MISSION 17



The cyborg scorpion in this stage is much more maneuverable than you are. Stay as far away from it as you can and fire your Guided Missiles at its blue eye.

ROTTEN TO THE CORE

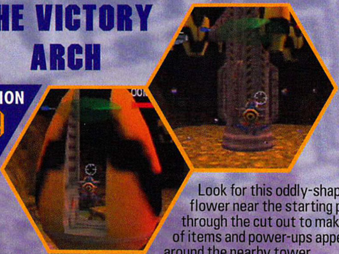
MISSION 18



Your Guided Missiles come to the rescue once again. Hang back and take out the laser cannons surrounding the reactor core before you charge into the fray.

THE VICTORY ARCH

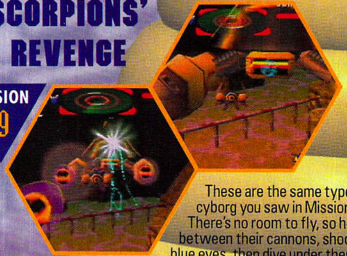
MISSION 19



Look for this oddly-shaped flower near the starting point. Fly through the cut out to make a slew of items and power-ups appear around the nearby tower.

SCORPIONS' REVENGE

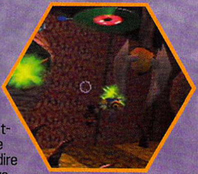
MISSION 19



These are the same type of cyborg you saw in Mission 17. There's no room to fly, so hover between their cannons, shoot their blue eyes, then dive under them.

ENTER THE SWARM

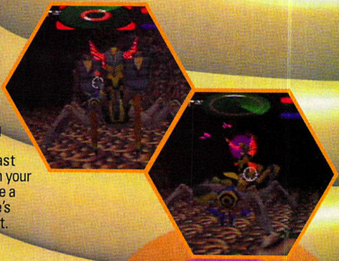
MISSION 19



You'll encounter huge swarms of advanced wasp fighters in this stage. Save the Fusion Cannon for dire emergencies. If you have room to fly, use the Spiker. If things get tight, whip out the HGS 2000.

A ROYAL PAIN

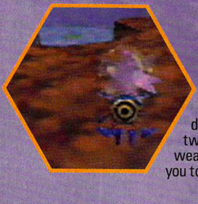
MISSION 19



This is the Herd Queen's last stand. Keep moving and aim for her eyes. She'll transform at least once, so don't let down your guard until you receive a message saying she's down for the count.

SWARMS OF FUN

Besides the one-player adventure game, there's also a two-player mode that is gobs of fun. The two-player mode features two challenges: Buck Battle and the surprisingly hilarious Buzz Ball. Give them both a try!



SURFACE DEFENSES

Buck Battle is a straightforward dogfight (beefight?) between two players. A full assortment of weapons is available, but it's up to you to use them effectively.

SUPER-SIZED SOCCER

Buzz Ball is a hilarious twist on soccer using a ball that's several times your player's size. You must push, prod or blast the ball into your opponent's goal.

The secretary will call you an ambulance as soon as she dislodges her head from your radiator.

MIDWAY
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Windows®95 Compatible

NINTENDO64

EVERYONE
E
CONTENT RATED BY ESRB

Feel the rush once again as you check out treacherous shortcuts, air-launching jumps, and skyscraping tracks while

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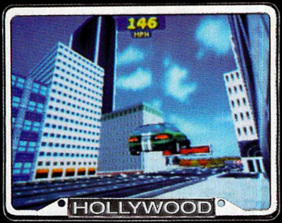
RUSH™ 2
Extreme Racing USA

From the makers of the #1 Nintendo 64 hit, San Francisco Rush™.


146
MPH
HOLLYWOOD

Discover 12 new hidden tracks.

181
MPH
East Waikiki
Nimitz Highway
ONLY
HONOLULU

Unlock secret keys.

128
MPH
LAS VEGAS

Explore the possibilities of driving backward.

084
MPH
NEW YORK

Choose from one of ten new souped-up sets of wheels.

shredding asphalt in eight new cities, including New York, Hollywood, Honolulu and Las Vegas. Don't just break the speed limit. Smash the sound barrier.

CLASSIFIED INFORMATION

0428 6211 4842 0680

MEMBER IDENTIFICATION #

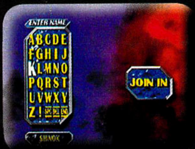
BLITZ

"Looks Like An All-Out Blitz!"

NFL Blitz is hitting football fans with all the force of a 350-pound linebacker, and these codes should add even more mayhem to your gridiron grandstanding. To access a special character, enter one of the names below and the appropriate PIN number before you begin your game. Now whoever has the ball will have that character's head.

We also have 32 numerical codes listed at the right. All numerical codes are entered on the Matchup screen. The first number stands for the Z Button, the second for the B Button and the third for the A Button. Press each button the number of times shown, then press the Control Pad or Control Stick in the direction shown. For example, to activate the Huge Head code, press B four times and then press Up. This game is a blast to play without codes, so think of the fun you'll have with these babies!

Character	Name	PIN
Raiden	RAIDEN	3691
Shinnok	SHINOK	8337
Big Brain	BRAIN	1111
The Skull	SKULL	1111
Thug	THUG	1111



Note that to access Shinnok, you must spell his name as "SHINOK."

DAL 7
2ND IND 14

Hey, horn head! Pass the ball over here! What's the matter with ya?!

Code		Description
0-0-1	Down	Show Field Goal %
0-1-2	Down	No CPU Assistance ***
0-2-1	Right	Show More Field ***
0-3-0	Down	Fog On
0-3-2	Left	Fast Turbo Running
0-4-0	Up	Huge Head
0-4-1	Down	Thick Fog On
0-4-5	Up	Super Blitzing
0-5-0	Right	Big Football
1-0-2	Right	Hide Receiver Name
1-1-1	Down	Tournament Mode **
1-1-5	Left	No Play Selection ***
1-2-3	Left	Super Field Goals
1-4-1	Right	Team Big Players
1-5-1	Up	No Punting
2-0-0	Right	Big Head
2-0-3	Right	Team Big Head
2-1-0	Up	No First Downs
2-1-1	Left	Allow Stepping OB
2-3-3	Up	Powerup Teammates
2-5-0	Left	Fast Passing
3-1-0	Right	Team Tiny Players
3-1-2	Left	Powerup Blockers
3-1-2	Up	Powerup Offense
3-1-4	Down	Smart CPU Opponent *
3-4-4	Up	No Interceptions
4-0-4	Left	Powerup Speed ***
4-2-1	Up	Powerup Defense
4-2-3	Down	No Random Fumbles
5-0-0	Left	Turn Off Stadium
5-1-4	Up	Infinite Turbo
5-5-5	Right	Weather: Rain

* One-player game only

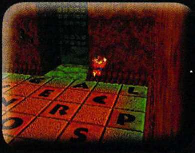
** Two-player game only

*** In a two-player game, both players must enter the code

BANJO-KAZOOIE

Unlimited Gold Feathers

We didn't figure out this code in time for the last issue, but better late than never. First, play up to Treasure Trove Cove without ever transforming at Mumbo's Hut. Now, collect the Jiggy in the Underwater Castle in Treasure Trove Cove. Enter the sand castle and spell "CHEAT" on the floor tiles. Now spell the phrase, "A GOLDEN GLOW TO PROTECT BANJO," leaving out the spaces between words. You'll now have an unlimited supply of Gold Feathers.



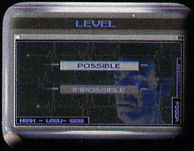
If you misspell anything, exit the castle, then start over from the word "CHEAT."

Now you'll never have to worry about running out of Gold Feathers.

MISSION: IMPOSSIBLE

Humongous Head

If you thought last month's Big Head code for Mission: Impossible was outrageous, wait until you get a look at these mutant melon-heads! After you choose a difficulty level and before you choose a mission, press bottom C, L, top C, right C and L to activate Humongous Head Mode.


LEVEL
POSSIBLE
IMPOSSIBLE

If you enter the code correctly, you'll hear a voice say, "Ah, that's better."

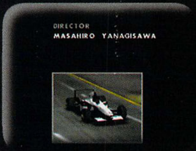
Uh, so how many of you guys can we fit into the elevator, anyway?

F-1 WORLD GRAND PRIX

World Class Codes

The Hawaiian Track code we printed last month was just the tip of the F1 iceberg. Here are five more codes for your Grand Prix pleasure!

Credits


DIRECTOR
MASAHIRO YANAGISAWA

Win every race in the Grand Prix or Challenge Mode to make the Credits option appear on the main menu. Select this option to view the game's credits.

Gallery

MODEL: STEWART SF-1 FORD
ENGINE: FORD ZETEC-R V10
TYRE: BRIDGESTONE
TRANS: 6 SPEED

Place first overall in Grand Prix Mode on any difficulty level to make the Gallery option appear on the main menu. This option allows you to view the cars from different angles and with different lighting.

Ultimate E

CHALLENGE MODE
OFFENSE #A
O. PANIS
CHALLENGES
STATS-HOLD Z
OFFENSE
DEFENSE
TROUBLE
SKILL

If you complete three different types of challenges and earn at least 60 points in the Challenge Mode, you'll activate a secret challenge called "Ultimate E."

Silver Driver

SILVER DRIVER
DRIVERS
STATS-HOLD Z

Enter the Exhibition Mode, select "Driver Williams" and change his last name to "Chrome." Go back to the title screen. A powerful character called "Silver Driver" will now be available in various modes.

Gold Driver

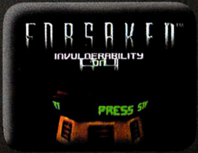
GOLD DRIVER
DRIVERS
STATS-HOLD Z

To access Gold Driver, enter the Exhibition Mode, select "Driver Williams" and change his last name to "Pyrite." Gold Driver has slightly better attributes than Silver Driver.

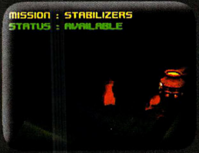
FORSAKEN 64

Invincibility and All Missions

Forsaken offers lots of great challenges, but if things are getting too hairy, try this Invincibility code on for size. On the Title screen, press A, Z, Z, Up, Left, left C, left C and bottom C. To open up all the missions in the game without having to play through them, go to the Title screen and press A, R, Z, Up, Up, top C, bottom C and bottom C. Use the Control Pad to enter all directional commands.


FORSAKEN™
INVULNERABILITY
ON
PRESS ST

If you enter a code correctly, you'll see a message and hear a tone.



MISSION : STABILIZERS
STATUS : AVAILABLE

Before you forsake this terrific but tough shooter, give these codes a try.

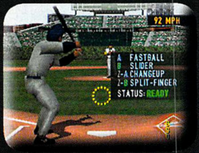
MAJOR LEAGUE Baseball FEATURING KEN GRIFFEY JR

Sneak a Peek

This trick is cheap, we admit, but it's better than any scouting report. Before you begin a one-player game, plug two Controllers into your N64 instead of one. When your computerized opponent is pitching, press the R Button on Controller 2 to see the pitcher's current status and a list of his available pitches. This trick could give you just the edge you need in a close game.

1P
CPU
St. Louis Cardinals
VS
SELECT DIVISION
CENTRAL

Plug in both Controllers before you turn on your N64. Do not press Start on Controller 2.


92 MPH
A FASTBALL
B SLIDER
Z-A CHANGEUP
Z-B SPLIT-FINGER
STATUS: READY

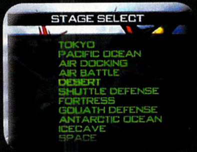
Which pitch is it going to be, buddy? Just try that slide—I dare ya!

AERO FIGHTERS

Stage Select

During the game's opening cinema scene but before the title appears, press Up, bottom C, Left, right C, Down, top C, Right, left C, L, R and Z. If the code is entered correctly, you'll hear a chime. You can now select any stage in the game. Once you complete a stage, you return to the main menu. You can then select another stage.

Use the Control Pad, not the Control Stick, to enter directional commands.



STAGE SELECT
TOKYO
PACIFIC OCEAN
AIR DOCKING
AIR BATTLE
DESERT
SHUTTLE DEFENSE
FORTRESS
GOLIATH DEFENSE
ANTARCTIC OCEAN
ICECAVE
SPACE

You can skip to any stage of the game without having to play all the way through.

AERO GAUGE

All Machines and Tracks

This code gives you access to all the AeroMachines and tracks. First, press Start on Controller 1 until the message "Push Start" appears. If you see "Grand Prix Mode," you've gone too far. On Controller 2, press and hold Up on the Control Pad, bottom C, R, L and Z simultaneously. Release all buttons and quickly press Start or A on Controller 1.

AERO GAUGE
©1998 ASCII Entertainment Software Inc.
LOCOMOTIVE Co.,Ltd.

Press and hold the proper buttons on Controller 2 for several seconds.

GRANDPRIX MODE
MACHINE SELECT
OK
CANCEL
PERFORMANCE
ENTRY MACHINE
CONTROL PAD

Which one will you drive today? Hmm, this little number looks fast enough!

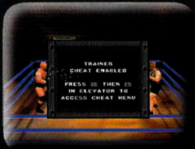
CLASSIFIED INFORMATION

WWF WAR ZONE

Secret Features & Modes

To activate WWF War Zone's hidden cheats, you must win the Challenge Mode championship on the Medium difficulty level with various wrestlers. For example, to unlock Cactus Jack and Dude Love, you must win the championship with Mankind. Once a cheat is activated, tap L then R on the main menu to make the cheat menu appear. Cheats are listed in two categories, Features and Modes.

Feature/Mode	Wrestler
Cactus & Dude	Mankind
Extra Cold	Golddust
Extra Gold	S. Michaels or Triple H
Ladies Night	S. Michaels or Triple H
Sue	Bret or Owen Hart
New Duds	Kane
Big Head	The Rock or B. Bulldog
Polished	Any wrestler
No Meters	Undertaker
Ego Mode	Ahmed Johnson
Beans Mode	Thrasher or Mosh
No Wimps	Faarooq or Ken Shamrock


TRAINER
CHEAT ENABLED

PRESS ▢ THEN ▢
IN ELEVATOR TO
ACCESS CHEAT MENU

The "Trainer" feature is activated just by playing the Training mode once.

MANKIND
13:40
OWEN HART

"Cactus & Dude" and "Sue" can also be unlocked on the Hard difficulty level.

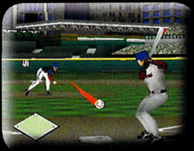
MIKE PIAZZA'S STRIKE ZONE

Heavy Hitters

Here are four more gems for Mike Piazza's Strike Zone. You must use the Control Pad, not the Control Stick, to enter directional commands.

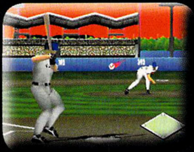
Aluminum Bats

On the Today's Game screen, press L, R, L and R to make the cursor disappear. Press R, A, Z, B, A, L and L. Press Start to make the cursor reappear, then begin your game. Now all the bats will be silver in color.



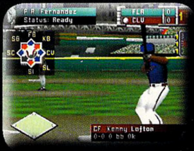
Crazy Sky

To change the color of the sky, go to the Today's Game screen and press L, R, L and R to make the cursor disappear. Press right C, A, Z, top C, L, R, and Z. Press Start and begin a game as usual.



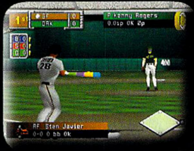
More Pitches

On the Today's Game screen, press L, R, L and R. Now press right C, A, Z, top C, R and L. Press Start, then begin a game as usual. Your pitcher will now have more types of pitches to choose from.



Psycho Bats

To make all the bats multi-colored, first go to the Today's Game screen and press L, R, L and R. Now press Z, B, R and A. Press Start, then begin your game as usual.



If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

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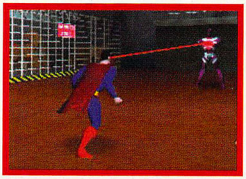
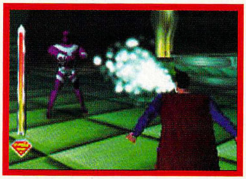
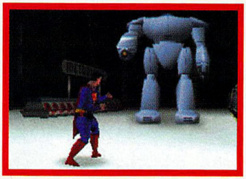
SUPERMAN™

THE NEW SUPERMAN ADVENTURES™







- You have the power– super strength, x-ray, heat vision, flight and more.
- 16 mission-based levels.
- Battle enemies from the series, "The New Superman Adventures™," as seen on Kids' WB!
- Up to 4 players simultaneously.

PlayStation
NINTENDO64

Buy early and receive a free collector's edition DC comic book.

YOU ARE SUPERMAN

NINTENDO64

PlayStation

GAME BOY

TITUS

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DAILY PLANET

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A GREAT METROPOLITAN NEWSPAPER

SUPERMAN IS HERE

HEADLINE STORY

■ **Superman clears the air, Metropolis breathes a sigh of relief.**

By RON TROUPE
Daily Planet Staff Writer

METROPOLIS — In the face of seemingly insurmountable odds, **The Man of Steel** has done it again. As you read this, he's back in town and back on duty, cleaning up the skies over **Metropolis** after the mysterious outbreak of **Kryptonite** fog.

Using his **X-Ray Vision** (and a special **Anti-Kryptonite** suit developed by S.T.A.R. labs) to scan the city, **Superman** has already located and dismantled several of the new

Finding the remaining generators and the parties responsible is now tops on **The Man of Steel's "To Do"** list.

So stand by if you're still seeing green! Truth, Justice and the American Way are coming to a neighborhood near you.

". . . Truth, Justice and the American Way are coming to a neighborhood near you."

CITIZEN ALERT

Daily Planet reporter **Lois Lane** and staff photographer **Jimmy Olsen** are missing and presumed kidnapped. An anonymous caller left a tip saying they were safe and being held in another part of the city.

DISCOVER
PROFANITY
YOU NEVER
KNEW
FLOW

MIDWAY™

EVERYONE E CONTENT RATED BY ESRB

KEMCO® BOSS GAME STUDIOS

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www.midway.com

EXISTED.

front mute spin or human corkscrew?

jumps this high normally require parachutes.

the pipe is for stunts that smoke.

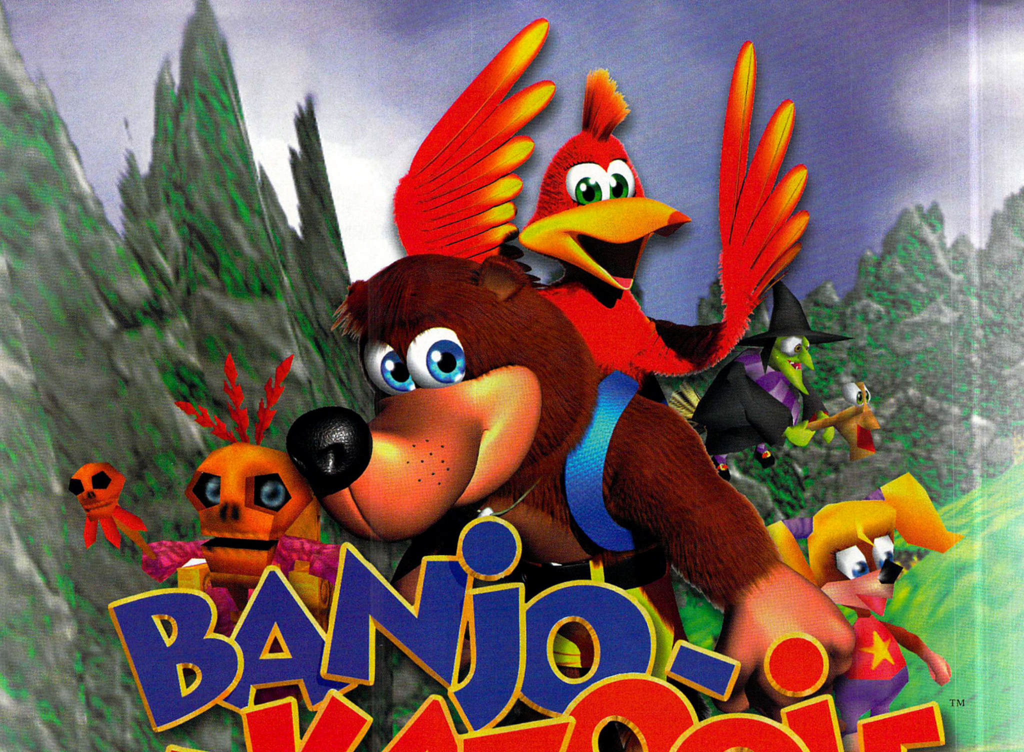
air this phat eats huckers for breakfast.

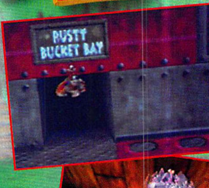
rip the groomers. bust out the aerials. DO THINGS MAN WASN'T MEANT TO DO.

It's 8 extreme boarders, 5 radical tracks and stunts that stem from a sickness in the brain.

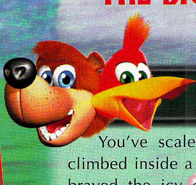
TWISTED EDGE extreme snowboarding™

there ain't no coming back. there ain't no coming back. there ain't no coming back. there ain't no coming back.



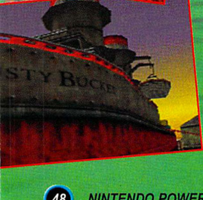


THE BEAR AND BREEGULL ARE BACK IN ACTION THIS MONTH, FACING THE BIGGEST CHALLENGES OF THEIR DIGITIZED LIVES!



GRIN AND BEAR IT

You've scaled massive mountains, explored perilous beaches, climbed inside a mechanical whale, trudged through stinky swamps, braved the icy cold and raced across burning, shifting sands...so what's next? This month we'll do our best to help you through our furry/feathered friends' toughest challenges yet, ever-so-spooky Mad Monster Mansion and hazard-ridden Rusty Bucket Bay. They'll demand pinpoint control, a heap of courage and a bit of wit to boot!



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MAD MONSTER MANSION

The only thing scarier than Mad Monster Mansion is a peek into Gruntilda's underwear drawer. Getting all ten Jiggys, and the multitude of other items hidden here, will require acrobatic precision and a detective's eye for detail. Just be sure to prepare yourself for a glimpse into the supernatural.

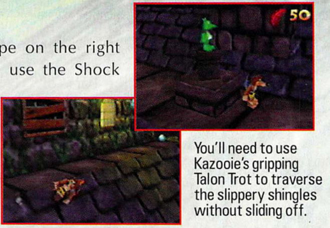
1	Golden Banjo	4	Jiggy Pieces
6	Mumbo Tokens	3	Jinjos
42	Notes	1	Honeycomb Piece
6	Red Feathers	1	Beehive
5	Gold Feathers	30	Eggs

HOME IS WHERE THE HAUNT IS

Your first set of objectives deals with the mansion itself. In case you didn't know, it's the big house directly in front of the Start/Exit Pad. You'll need to seek Mumbo's help more than once while you're here. Just remember: you have nothing to fear but Gruntilda.

Green Jinjo

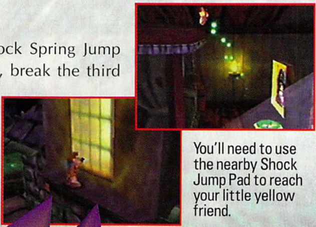
Climb the drainpipe on the right side of the house, use the Shock Jump Pad to launch yourself onto the roof, then retrieve the Green Jinjo sitting on the pipe.



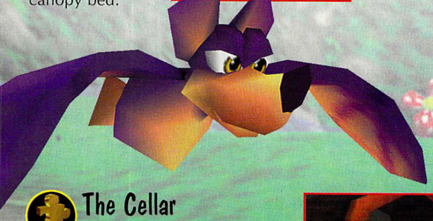
You'll need to use Kazooie's gripping Talon Trot to traverse the slippery shingles without sliding off.

Yellow Jinjo

After you do a Shock Spring Jump onto a small ledge, break the third story window at the back of the mansion. Inside you'll find a Yellow Jinjo sitting atop the canopy bed.

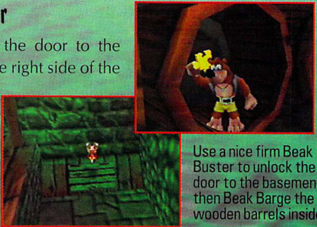


You'll need to use the nearby Shock Jump Pad to reach your little yellow friend.



The Cellar

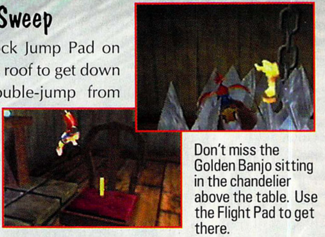
Break open the door to the basement behind the right side of the mansion. Smash the barrels inside to find a Jiggy, a Pink Jinjo, a Mumbo token and more.



Use a nice firm Beak Buster to unlock the door to the basement, then Beak Barge the wooden barrels inside.

Chimney Sweep

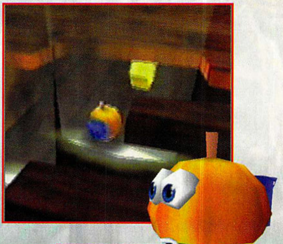
Use the Shock Jump Pad on the other side of the roof to get down the chimney. Double-jump from chair to chair without touching the floor or you'll wake Napper—and he needs his beauty sleep.



Don't miss the Golden Banjo sitting in the chandelier above the table. Use the Flight Pad to get there.

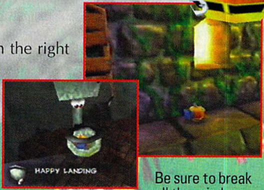
I'm Floored

After breaking all of the lit windows in the mansion as Banjo, you can return as a pumpkin (with a little help from Mumbo) and explore. There's a Honeycomb Piece inside the second floor window on the left side of the mansion.

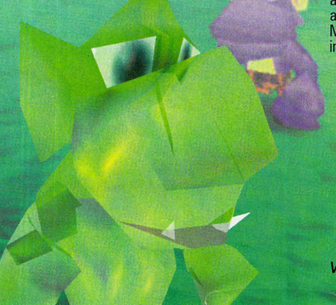


Swirley-Time

Inside the window on the right side of the mansion is—believe it or not—a talking toilet. As a pumpkin, jump inside to be flushed into the sewer where a Jiggy awaits.



Be sure to break all the windows and gates before Mumbo turns you into a pumpkin.



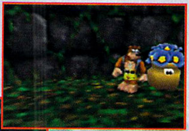
2	Golden Banjos	3	Jiggy Pieces
6	Mumbo Tokens	1	Jinjo
30	Notes	1	Honeycomb Piece
25	Red Feathers	2	Beehives
5	Gold Feathers	30	Eggs

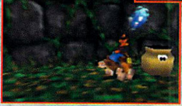
HEDGES AND STEEPLES

If you head left from the front of the house, you're sure to encounter two of the creepiest places this side of Transylvania. The first is a large hedge maze that's patrolled by a couple of grumpy green ghouls. The second is a haunted church with a ghostly musician inside—and no, it's not Elvis.

Flower Power

Firing eggs backward is the easiest way to fill these five flower pots near the church. Once they're all filled, you'll be given a Jiggy for your troubles.

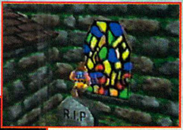


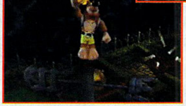


Stand a little bit away to try to land the eggs so they bounce into the waiting pot.

You're So Vane

Talon Trot your way across the roof of the church to a small door on the left side of the clock tower. Use the Shock Jump Pad to jump onto the weather vane, then climb to retrieve the Jiggy above.

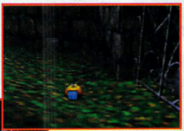


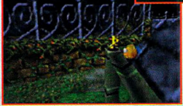


This tombstone is the perfect place to Flap Flip Jump onto the roof of the church. Be careful not to fall!

Down The Drain

In pumpkin form, climb to the roof of the mansion and drop down this drainpipe. How, you ask? Turn left at the churchyard and go through a small hole in the maze. This will let you climb onto the hedge.

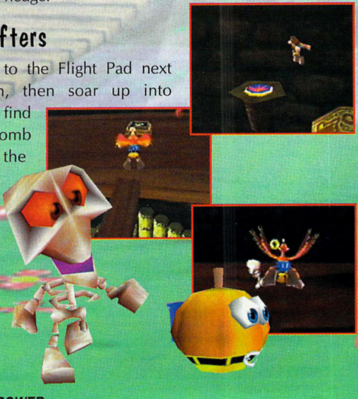




Follow along the hedge-tops until you reach the roof of the mansion. Don't worry about falling off.

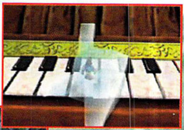
In The Rafters

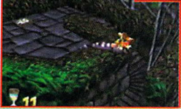
Double-jump to the Flight Pad next to the organ, then soar up into the rafters to find a Honeycomb Piece and the elusive Witch Switch. Oh, and an angry skeleton.



Spooky Sermon

The only way to get Banjo to the church on time is to open the door by Beak Busting the switch near the fountain. Then put on the nearby running shoes, jump the railing and make like Carl Lewis.

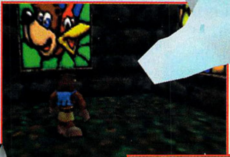


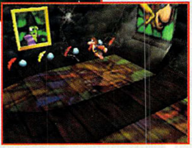


Be sure to play the correct notes by anticipating the movement of the big finger on the ghostly hand.

Pane in the Glass

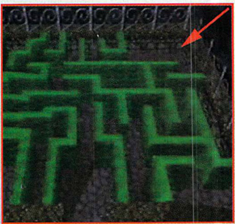
Look for this window at the back of the church. Jump through it to find a large stash of goodies and a few eel-like monsters hiding behind Gruntilda's ghastly art collection.





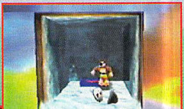
Orange Jinjo

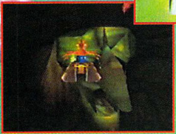
You'll find the little Orange Jinjo waiting patiently in the farthest corner of the hedge maze. Use Kazooie's Wonderwing to defeat the ghosts who roam the maze like green Minotaurs, then be sure to find all of the notes hidden inside.



Witch Switch

In order to retrieve the Jiggy revealed by the Witch Switch, you have to Beak Bomb the left eyeball of the open-mouthed Gruntilda statue near the entrance to Freezeezy Peak.

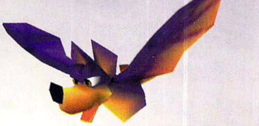




After you flip the switch, you'll need the Running Shoes to get to the uncovered Flight Pad in time.

0	Golden Banjos	2	Jiggy Pieces
3	Mumbo Tokens	1	Jinjo
28	Notes	0	Honeycomb Pieces
14	Red Feathers	1	Beehive
10	Gold Feathers	30	Eggs

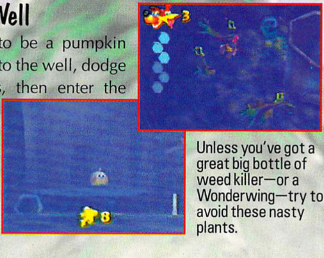
THE COURTYARDS



Fright night is nearly through! To the right of the mansion, you'll find a brackish fountain and an ancient well. The fountain holds the Blue Jinjo, and the well will yield a Jiggy. Don't forget to check the crypt in the cemetery entrance.

Wishing Well

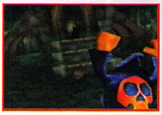
You'll need to be a pumpkin for this one. Hop into the well, dodge the clutching vines, then enter the bucket through the small hole in the bottom to find your Jiggy.

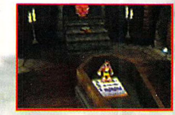


Unless you've got a great big bottle of weed killer—or a Wonderwing—try to avoid these nasty plants.

Banj-o-Lantern

As a pumpkin, return to the Graveyard via the Start/Exit Pad. Try to avoid the giant Tombstones and make your way to the crypt at the bottom of the hill. Once inside, have Mumbo change you back into a bear, then flip the switch inside the central coffin to make the entrance to Rusty Bucket Bay accessible.





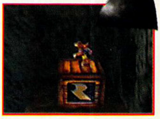
RUSTY BUCKET BAY

To get to Rusty Bucket Bay, you'll have to flip one more switch. It's under the Rare crate, so pound away. After the water rises, you'll be able to swim through the entrance. Once inside, be on the lookout. Between its choking waters and cleverly hidden enemies, Rusty Bucket Bay is a vacation destination fit only for a witch. Tread lightly, and try to make careful jumps, or you'll end up as fish food.

1	Golden Banjo	7	Jiggy Pieces
11	Mumbo Tokens	2	Jinjos
62	Notes	1	Honeycomb Piece
15	Red Feathers	2	Beehives
5	Gold Feathers	35	Eggs

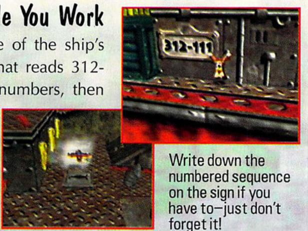
ALL ABOARD

The Love Boat, this is not. The Rusty Bucket is as nasty as the bay she floats in, but it's still the best place to begin exploring. While onboard, be sure to look out for certain parts of the ship that will try to attack you.



Whistle While You Work

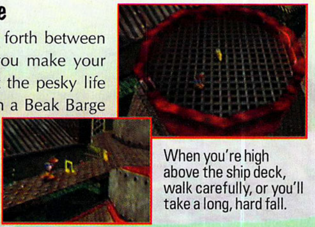
On the right side of the ship's hull you'll find a sign that reads 312-111. Remember these numbers, then climb to the ship's whistles at the front of the boat. Pound out the numbered tune and walk away with a Jiggy.



Write down the numbered sequence on the sign if you have to—just don't forget it!

Up in Smoke

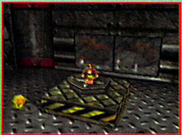
Climb back and forth between the smokestacks until you make your way to the top. Defeat the pesky life ring on the catwalk with a Beak Barge or a Rat-a-tat Rap. Atop the stack closest to the front of the ship is a nice shiny Jiggy.



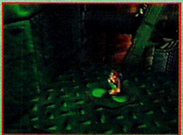
When you're high above the ship deck, walk carefully, or you'll take a long, hard fall.

Fan Dancer

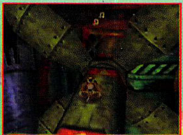
Climb down the ventilation pipe at the rear of the ship. Once you're in the engine room, give the switch in the middle of the room a good pounding. This will slow the spinning fans. Return to the second smokestack and Beak Barge the small door at its base. Climb down the ladder, then try to get past the fans. After you do, flip the switches to stop the propellers. You'll now have 65 seconds to make it to the back of the ship and dive off. Good luck.



Take it step by step and don't get frustrated. This is the first switch you need to flip to start the sequence.



Flip both switches, then prepare to race to the back of the ship and swim into the halted propellers before they restart.



Remember that the Talon Trot is the fastest way to travel. Stay calm and take your time—65 seconds is longer than you think.

COMING
SOON TO
YOUR N64
FROM
TITUS
NINTENDO POWER
TITUS

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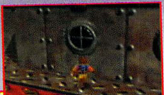
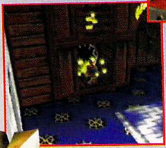
Room with a View

A Rat-a-tat Rap will allow you to smash open some of the portholes on the ship. Break open the cabinet inside the captain's quarters to reveal a Jiggy.

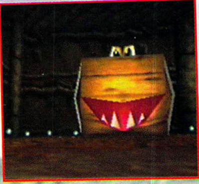


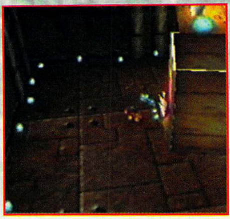


The breakable portholes stick out slightly from the cabin walls. They also have a few more reflection lines on their surfaces.

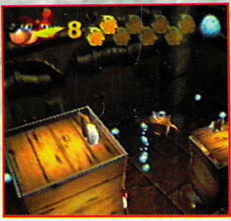
The Big Bang

Load up on eggs and Gold Feathers before you confront Boss Boom Box. Drop the TNT box onto the ship's cargo hatch by activating the switch on the rear crane. Pelt the big boomer with as many eggs as you can. It will take about twenty hits before he splits into two smaller crates. Keep on egging until those boxes split into yet another pair. From this point on, Beak Bust the boxes or use the wonderwing.

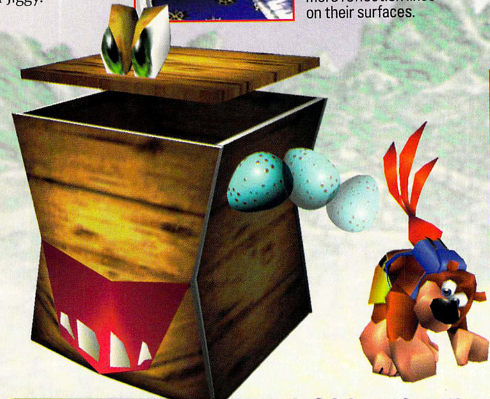




The best way to scramble Boss Boom Box is to fire Kazooie's eggs backward. They'll bounce around, and more of them will hit him.



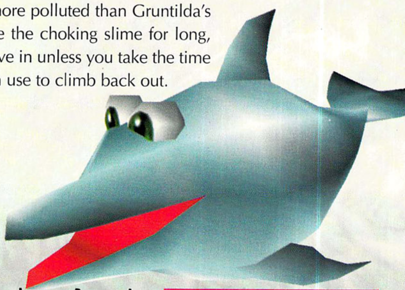
Once the smaller boxes have split for the last time into eight tiny boxes, a Wonderwing attack is all it takes to finish them off.



1	Golden Banjo	2	Jiggy Pieces
1	Mumbo Token	1	Jinjo
16	Notes	1	Honeycomb Piece
5	Red Feathers	0	Beehive
5	Gold Feathers	5	Eggs

DARK WATERS

The water in Rusty Bucket Bay is even more polluted than Gruntilda's bathtub. Banjo won't be able to survive the choking slime for long, even if his head is above water. Don't dive in unless you take the time to find a ladder or a floating box you can use to climb back out.



Yellow Jinjo

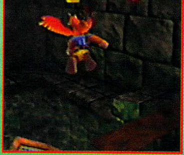
Snacker is waiting just below the surface, and he's hungry! To save the Yellow Jinjo on the buoy in the cage to the left of the ship's bow, you'll have to give him the slip.

MY OILY WATER, IN

Try alternating between swimming and flapping out of the water if you want to leave Snacker with an empty stomach.

The Boathouse

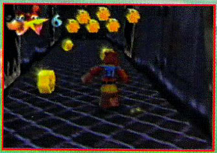
Take a running leap off the buoy, then Double-jump as far away from Snacker as you can. Once you're in the water, quickly swim through the small wall opening on the right side of Snacker's cage. Inside, you'll find a sweet and yummy Honeycomb Piece that's guarded by a seasick looking sailor.



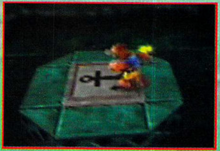
Banjo will have to trust Kazooie's wings and use the Flight Pad to reach the tasty morsel hovering in the middle of the room.

Anchors Aweigh

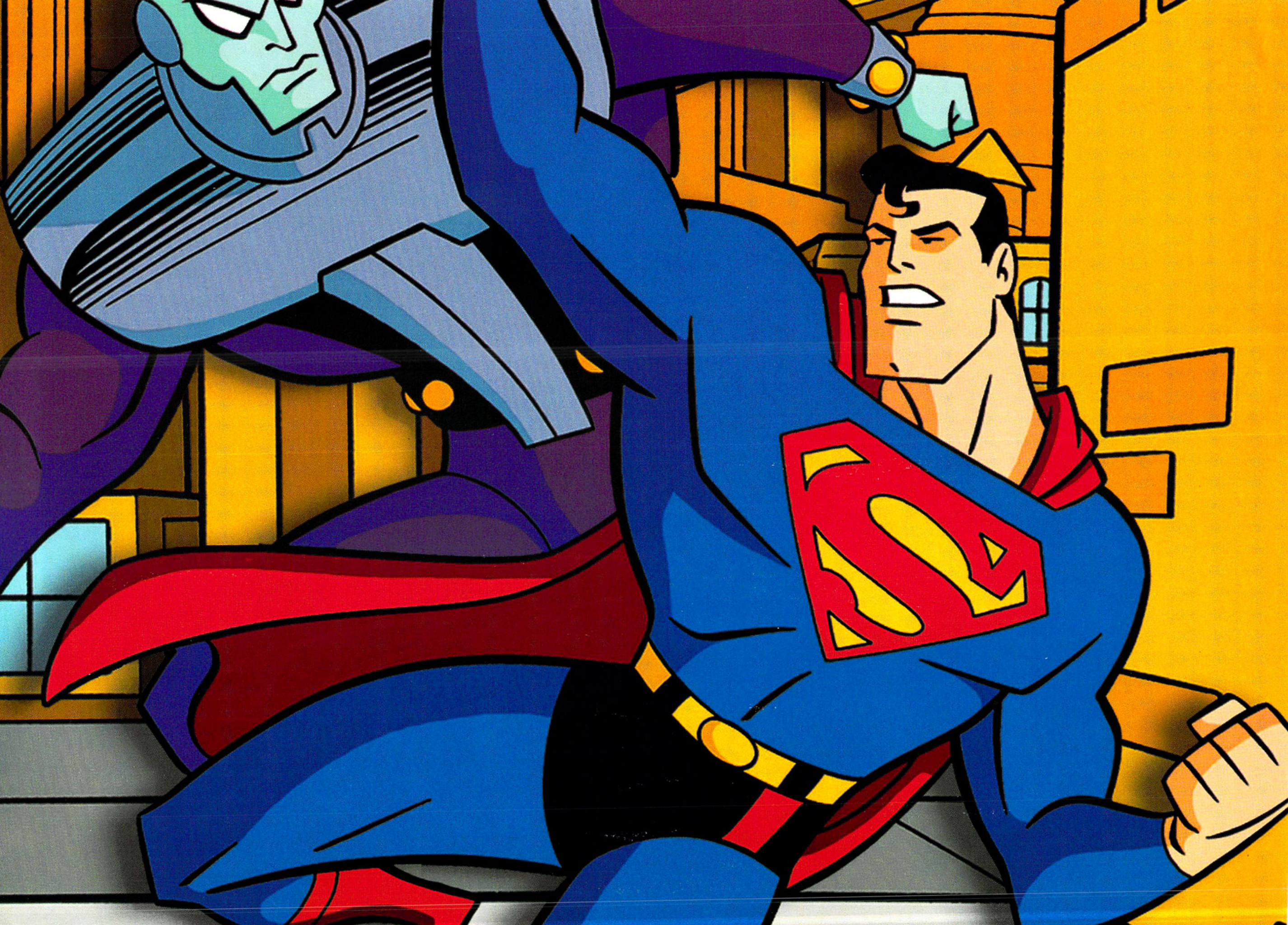
Dive back into the bay, follow the anchor chain into the ship's hull and pound the switch at the end of the hall to free Snorkel the dolphin.



A series of Kazooie's powerful Rat-a-tat Raps is the best and fastest way to peck past these pesky eels.



After you pass through the eels, you should see the switch to raise the anchor. Pound it and return to where Snorkel was for a Jiggy.



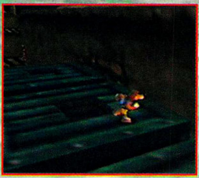
1	Golden Banjos	0	Jiggy Pieces
3	Mumbo Tokens	4	Jinjo
22	Notes	0	Honeycomb Pieces
15	Red Feathers	1	Beehive
5	Gold Feathers	25	Eggs

LOADING DOCKS

The loading docks that surround the bay are full of challenges and perils. As you traverse their narrow ledges, try not to slip and fall into the water below. If you do fall in, swim as fast as you can toward a ladder or a floating box.

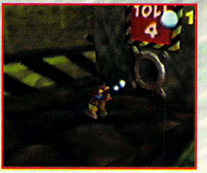
Blue Jinjo

Drop through the hole in the top of the middle blue storage box, send the sailors inside packing, then search for the Blue Jinjo who's hiding in the corner.



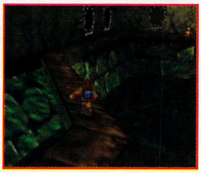
Exact Change

In order to move freely around the loading docks, Kazooie will have to learn to deposit the stated number of eggs into the toll holes that control the bridges surrounding the bay.



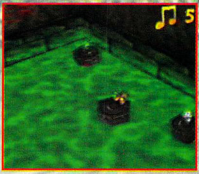
Orange Jinjo

After you pay the eight-egg toll bridge, you'll have to Rat-a-tat Rap your way past a line of overly aggressive eels to reach the Orange Jinjo waiting patiently on a ledge.



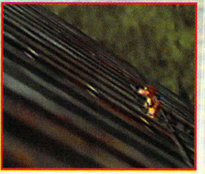
Green Jinjo

The Green Jinjo is trapped in the deadly green toxic dump to the right of the ship's bow. Be extra careful not to fall in as you jump from floating canister to canister.



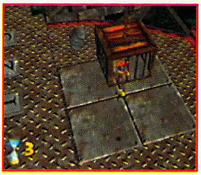
Break-In

Next to the shark cage is a tin-roofed building with an unlit window. Talon Trot across the roof, stomp out the window, then carefully walk to the Jiggy in the corner of the room.



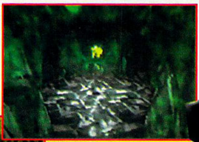
High Dive

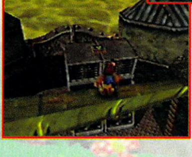
Release the Jiggy from the cage by hitting the crane switch. Climb quickly to the top of the crane and leap off the edge, flapping Kazooie's wings just before you hit the deck.



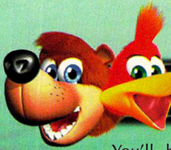
Witch Switch

The Witch Switch is visible from the top of the crane near the back of the ship. You'll have to make a well-timed Double Jump in order to reach it. Don't worry if it takes you a couple of tries to get it.



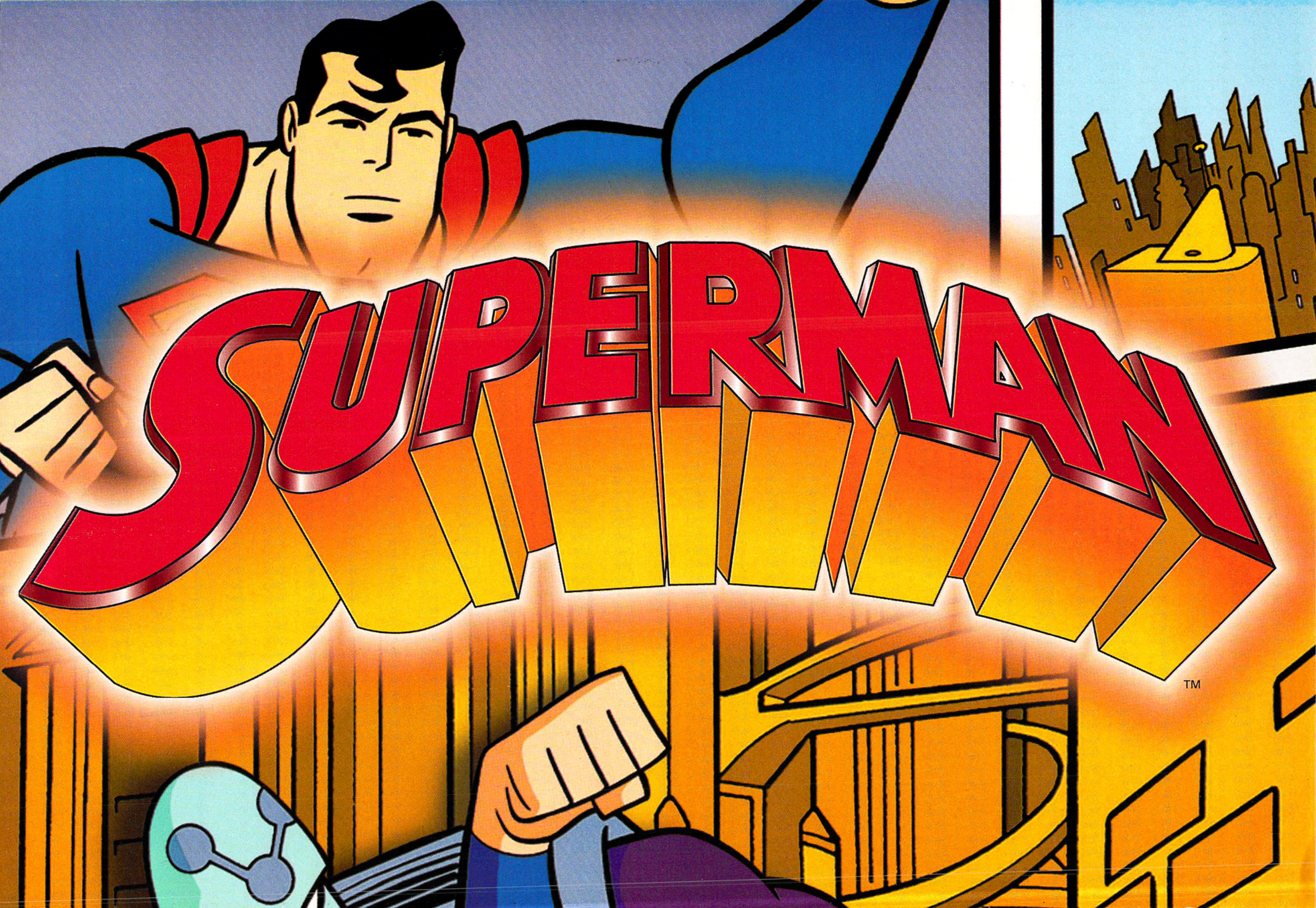


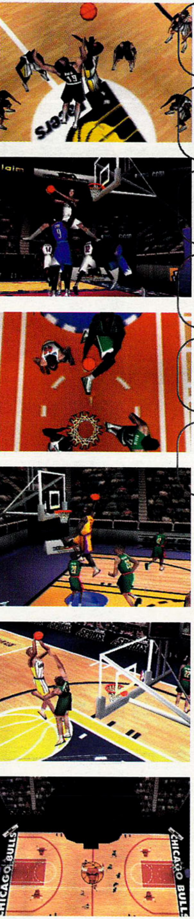
You'll find the Jiggy released by the Witch Switch in the flooded tunnel behind the 450-Note Door.



FIGHT TO THE FINISH

You'll have to brave the rest of Banjo and Kazooie's quest alone. Ahead lie the temporal turmoil of Click Clock Woods, a chance on the game show, Grunty's Furnace Fun, and a showdown with the big witch herself. If you could use more help, our 128-page Player's Guide leads you step-by-step, with complete maps, through the entire game.


SUPERMAN™



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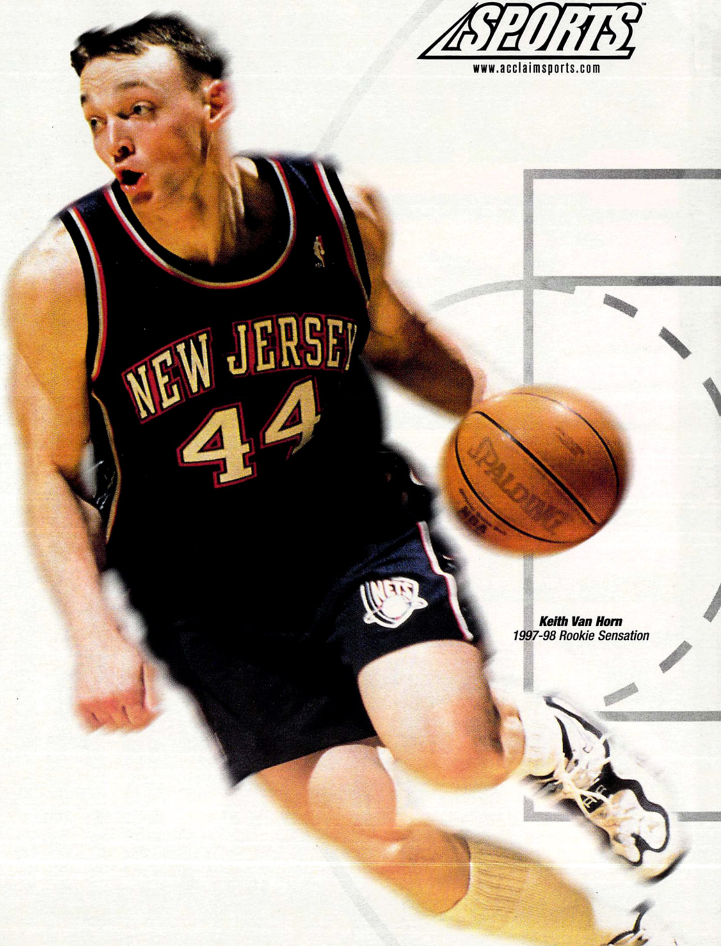


Keith Van Horn
1997-98 Rookie Sensation

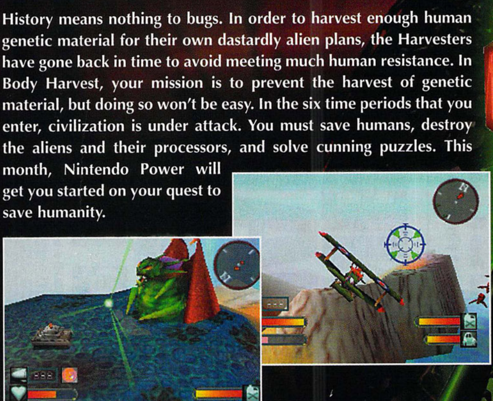
BODY HARVEST™

© 1998 Midway

A vast, surprising adventure begins on the N64 this month. A true feast for gamers, Body Harvest, from Midway and DMA Design, has it all, from action to role playing, and it also has the best mix of driving and shooting ever. The wait was worth it!

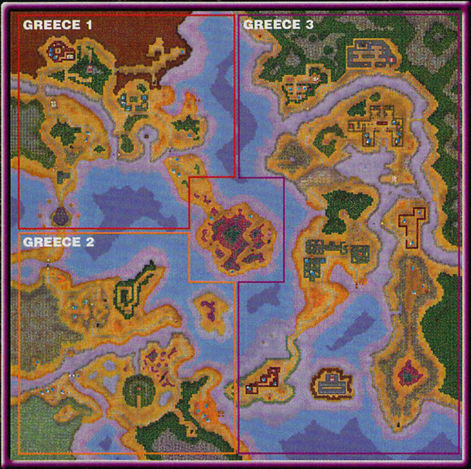
a bug buffet

History means nothing to bugs. In order to harvest enough human genetic material for their own dastardly alien plans, the Harvesters have gone back in time to avoid meeting much human resistance. In Body Harvest, your mission is to prevent the harvest of genetic material, but doing so won't be easy. In the six time periods that you enter, civilization is under attack. You must save humans, destroy the aliens and their processors, and solve cunning puzzles. This month, Nintendo Power will get you started on your quest to save humanity.



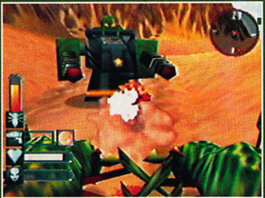
GREECE 1916

Your mission begins more than 80 years ago on the rocky islands and peninsulas of Greece. You'll have a map, helpful transmissions from HQ, and lots of period vehicles to drive. But you'll also have wave after wave of Harvesters to destroy.



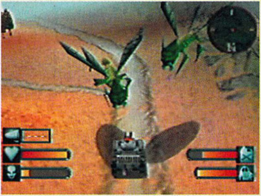
BUG WATCH!

EXPLODERS



Look for these sneaky Harvesters on the way up to the Summit of Light. After they appear, they spawn little hoppers that try to get close to you and explode.

BUG ZAPPERS



Some of the toughest Harvesters to beat are the flying variety. These aliens hover overhead and out of sight, zapping you with lasers. Look up and return their fire.

BY LAND, SEA AND AIR

Each of the vehicles uses fuel and takes damage when hit. Collect fuel in barrels inside buildings and collect hearts to repair damage. Always carry extra fuel.

RILEY 150

The Riley is the coolest set of wheels in Greece. It's fast and maneuverable, but it won't take a lot of hits.

CRUISER

The most common ship available in the Greece stage, the Cruiser is essential for reaching isolated islands.

FIRE ENGINE

Race back to the Fire Engine once the village is torched. Use the engine to shoot water on the flames.

SALOON

The little Saloon is very fast. You might want to switch to the distant camera angle while driving it.

SWAPNORTH CAMEL

You'll use this biplane to protect the bridge in the third mission. Don't land unless you're at an airfield!

HOWITZER

In the second mission in Greece, you'll need the mighty Howitzer to blast a passage to the windmill.

SR SHADOW

This touring car is solid transportation, but it has no special function. At least you'll cruise in style.

PANZERKAMPHWAGEN

This is the only true tank in Greece. It's big, heavy, fairly slow and often in need of repair when you find it.

AMBULANCE

The ambulance is under attack and you must protect it.

MK 1 CROCODILE

This early tank moves swiftly and has thick armor plating, but its cannon isn't much compared to the Howitzer.

LIFEBOAT

The lifeboat is sometimes available. Swim out to the boat and enter it just like entering a car.

NICO'S SUPPLIES

It's a delivery van, but the only thing you have to deliver is doom to the alien Harvesters. C.O.D.!

SWAPNORTH TRAINER

See the instructor in the shed attached to the hangar. He'll give you lessons in this biplane trainer.

ADLER DR 1

Another multi-winged plane, the Adler is maneuverable, but it takes some practice to master it.

GRIMLY TRANSPORT

This claptrap truck isn't the best vehicle around, but in a time of need it will get you where you want to go.

BULLDOG

The Bulldog is an armored transport. It's tough and fairly quick—a good choice for big bug battles.

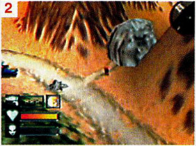
GREECE 1

Your main objective in the first part of the Greece mission is to find a tank and destroy the alien Processor. The Harvesters won't wait around, though. If you take too much time, they'll collect enough bodies to conquer all. Follow our objective list and use the map to plan your attack.

OBJECTIVES

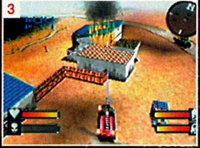
1 FIND SWITCH TO DRAWBRIDGE
2 FIND DYNAMITE
3 PUT OUT FIRE
4 FIND KEY TO A HANGAR
5 GET TANK FROM A HANGAR
6 FIGHT PROCESSOR

FIND THE DYNAMITE


2

Follow the road northward until you find a tunnel in the hillside. The dynamite's inside. Now, blow up the rock in the road.

PUT OUT THE FIRE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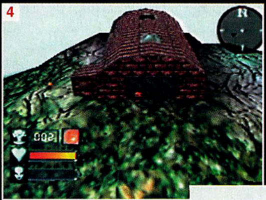
Fires are burning in Pollstura. Go to Trumptonas and return with the Fire Engine. Put out the fires with streams of water.

FIND THE HANGAR KEY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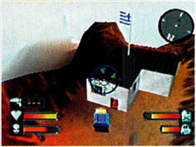
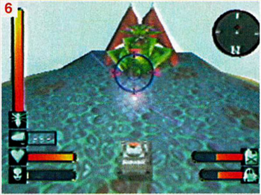


The tank is in a hangar, but the key is kept by General Mackenzie in a side room of his house. The General has been trapped in his home, so if you free him, maybe you can get the key.

THE PROCESSOR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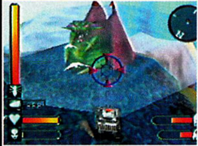


The main Harvester enemy, the Processor, is on the southern road. Although big and powerful, it can be defeated easily with the tank.

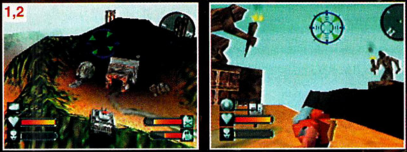
GREECE 2

The second mission in Greece involves the ancient legend of Talosous and his lost flame. Only if the torch of the colossus by the sea is reignited will you be able to cross the water. The waves of Harvesters will become more frequent. In the end, you must open the Mikatos waterway.

OBJECTIVES

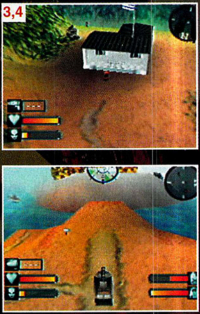
1 GET THE SUN SHIELD
2 USE SHIELD TO LIGHT THE TORCH
3 FIND THE HOWITZER
4 BLAST THROUGH THE MOUNTAIN
5 DISABLE THE WINDMILL
6 RETRIEVE COG FROM WINDMILL
7 PASS THROUGH WATERGATE
8 FIGHT PROCESSOR

GET THE SUN SHIELD


1,2

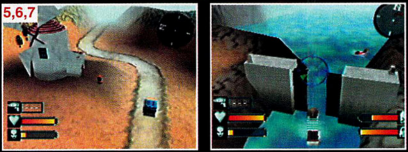
You'll find the shield near the top of the Summit of Light. Once you have it, go to the colossus and aim the beam at the torch.

BLAST THROUGH THE MOUNTAIN


3,4

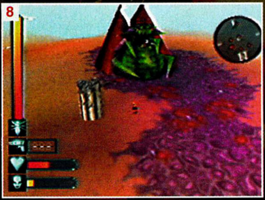
Find the Howitzer and the shells, then shoot the blockage from the ramp across the waterway. Now the windmill is accessible.

DISABLE THE WINDMILL


5,6,7

If you stop the windmill from turning, the miller will let you take the cog to the watergate. With the waterway open, you'll be able to reach the Processor.

THE PROCESSOR


8

Take the boat to the Processor's island. First, take out the wave of Harvesters, then attack the Processor itself.

GREECE 3

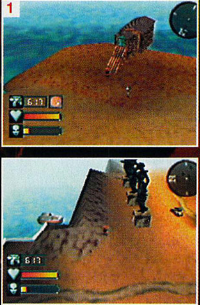
The third mission in Greece involves more legends, a sunken temple, and a desperate mission in an early biplane to stop the Harvesters. It all begins on the peninsula south of the previous area's Processor. One word of advice: Don't try to swim for any great distance.

OBJECTIVES

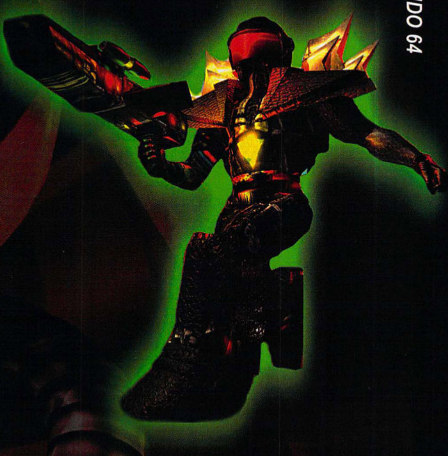
1 FIND BOAT
2 GET GEAR CRANK IN TUNNEL
3 RAISE TEMPLE OUT OF WATER
4 FIND MISSING RUIN PIECE
5 RETURN TO TUNNEL WITH RUIN PIECE
6 HEAD NORTH TO AIRFIELD
7 FLY TO SOUTHERN AIRFIELD
8 TAKE PLANE SOUTH TO PROCESSOR
9 DESTROY SHIELD GENERATOR

FIND THE BOAT

1

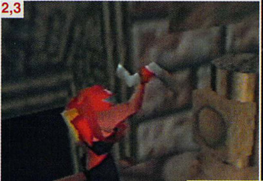


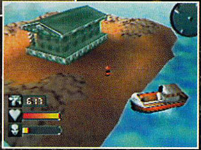
Follow the main road north and east to Captain Punto's Boatyard. Take the craft along the northern waterway until you see a white fence on the left, then land.



RAISE THE TEMPLE

2,3

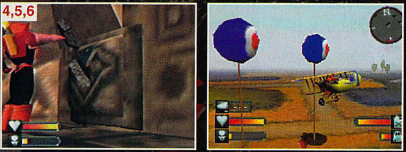




The archaeologist inside the northern cave will give you a crank that can be used to make the sisters point at Atlantous and make it rise from the seabed.

THE RUIN PIECE

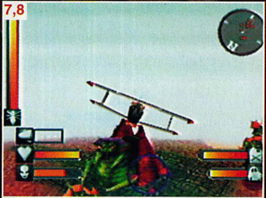
4,5,6

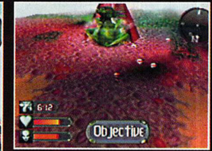


Sail to the temple and find the hieroglyphic map piece. When you have it, return to the archaeologist and use the missing piece to open a tunnel. In the new area, go north and learn to fly a plane.

FLY SOUTH AND ATTACK THE PROCESSOR

7,8

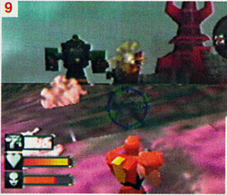


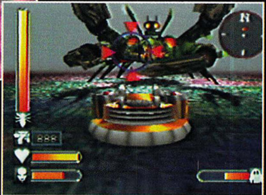


Fly south and save the bridge that's under attack, then continue to the Alien Processor. Circle the Processor while shooting, then land at the southern airfield.

SHIELD GENERATOR

9

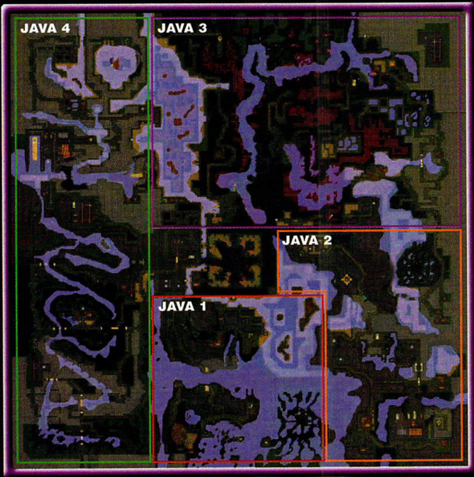




Fly to the island through the portal and destroy the Generator. After saving the game, you'll return in a hovercraft to fight a huge alien. Aim at its claws.

JAVA 1941

Your next mission takes place in the soggy jungles of Java, where an ancient legend tells of a man from the sky who will combine the elemental powers of earth, fire and water to bring the world into balance by restoring the sacred Java Kris Knife.

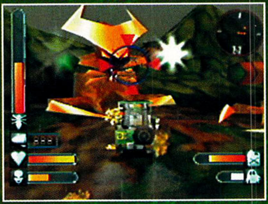


BY LAND, SEA AND AIR

Getting around the swamps and volcanoes of Java isn't easy, but if you choose the right vehicle, you should make it through to the end. The Trekker ATJ is particularly important, since you must use it several times to jump wide gaps in the road.

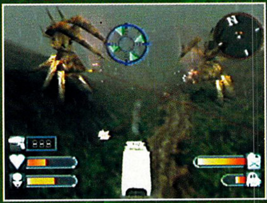
BUG WATCH

LASER BLASTER



Look for this tan Harvester to try to catch you in a crossfire. It blends in with the background more than most bugs, so it's easy to miss it—but it won't miss you.

TALL MANTIS



This tall bug can shoot down at you from a great height, and it can wreak havoc in villages. It should be your first target when it appears in a new attack wave.

P38 GRYPHON

This is one of the planes you can use to reach the final boss bugs in Java from the southern airfield.

TIGER TANK

A powerful weapon with heavy armor, the Tiger is definitely a match for even big Harvesters.

GRIMLY TRANSPORT

The new Grimly Transport is a much larger and heavier truck than the one in Greece.

ACK ACK

Although you don't drive a turret, you can jump inside and shoot in 360 degrees. Use it in the military base.

LIFEBOAT

Old, slow ships such as the Javanese Queen and the freighter at West Rua-Rua are Lifeboats.

JAGDPANTHER

Another big tank with a powerful gun. Aiming is limited within the range that the tank is facing.

BULLDOG

In Java, the Bulldog is also an armored transport, rather slow and clumsy but able to inflict severe misery.

SWORDFISH MTB

Colonel Murtz's boat is fast enough to keep you out of danger when you attack the alien Processor in Part 3.

B25 EAGLE

You can find this heavy aircraft at the air force base south of Blackness Harbour. It can drop bombs.

KUBELWAGEN

First found on the North Island in Java Part 1, the Kubelwagen is very basic transportation, but it's solid and quick.

SMALL TANK

There isn't much call to use this baby tank in part four, but it's always good to have an armored vehicle.

TREKKER ATJ

This is speedy jeep-like vehicle with mortars in back. You can use it to make long jumps over dangerous gaps in the road.

AIRBOAT

Squirrely control at high speed makes driving the airboat an adventure no matter where you are.

ZERO

Use this float plane with pontoons to reach the water temple in Java Part 4.

GYROCOPTER

You can go straight up, or down, if you take the Gyrocopter from Blackness Naval Base.

JAVA 1

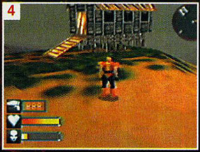
The first stage in the Java mission includes several puzzles, such as the malfunctioning cable car and the power surge. Once you have the rifle, shoot the alien on top of the cable car so the car will pick you up. On the North Island, look for Rob and deal with a mysterious power surge.

OBJECTIVES

1 GO NORTH TO FIND AN AIRBOAT
2 FIND RIFLE & AMMO
3 CROSS WATER ON CABLE CAR
4 FIND REPAIR PIECE FOR BOAT
5 FIND ALIEN ARTIFACT
6 INVESTIGATE POWER SURGE
7 FIGHT FINAL PROCESSOR

FIND ENGINE PARTS

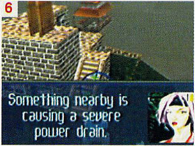
4



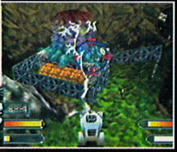
On the north island, head to the east end to find Rob. Get the engine parts, collect the alien artifact from the old man in the hut, then return to Bob.

LOCATE THE POWER SURGE

6



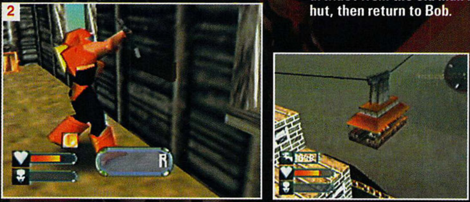
Something nearby is causing a severe power drain.



The cable car won't return to the south until you stop the power surge. Go to the power station and destroy the bug on top of it.

GET THE RIFLE AND AMMO

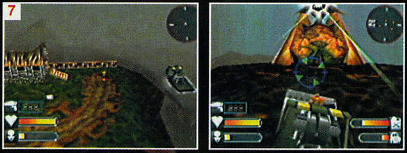
2



Talk to the tribesman in the main building in Swampville. He'll offer you the rifle on the wall. You'll find rifle ammo here and in the cable car building.

THE PROCESSOR

7



Take the airboat southeast to the Processor's island. You can go ashore or attack from the boat for better mobility.

JAVA 2

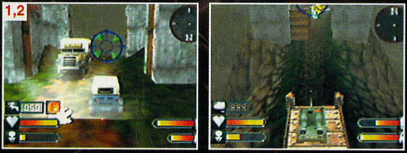
On this leg of your journey, you'll have to sneak into a military base, find the Great Temple and open a secret tunnel to the alien Processor. You must also cross the river to reach the radio station in the north, then defeat another power-hungry Harvester.

OBJECTIVES

1 SNEAK INTO MILITARY BASE
2 GET TANK
3 FIND JAVA KRIS KNIFE BLADE
4 GO TO RADIO STATION
5 INVESTIGATE GENERATOR
6 FIND WAY THROUGH TUNNEL
7 FIGHT FINAL PROCESSOR

SNEAK INTO THE MILITARY BASE

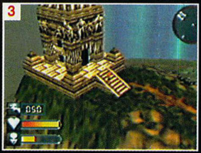
1,2



The guards won't open the gates for non-military personnel. Follow closely behind one of the trucks to gain entrance to the base. Use the tank to blast your way out.

FIND THE JAVA KRIS KNIFE BLADE

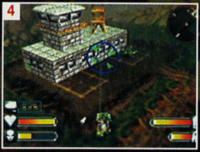
3



Drive up the mountain near the Elemental Temple Village to the temple itself. Inside, you'll find the first part of the Kris Knife.

GO TO THE RADIO STATION

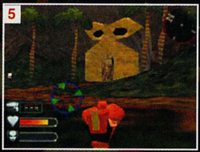
4



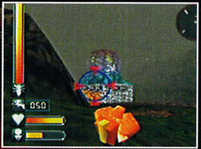
Blast the base gates with the tank, then use a Trekker to jump the river. Defeat the alien on the generator near the radio station.

ENTER THE TUNNEL

5

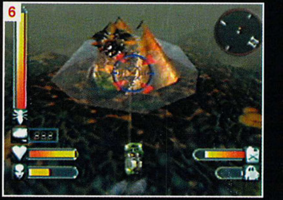


The skull-shaped tunnel entrance north of the radio station is blocked. Get the grenades from the Great Temple, then lob them into the eye holes.



THE PROCESSOR

6



After passing through the tunnel, take the Trekker to reach the Processor. Circle the alien while lobbing mortar rounds at it.

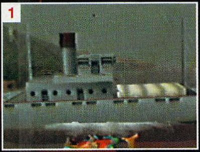
JAVA 3

The skies and your prospects have become even darker. Mount Rua-Rua is erupting, and the aliens are harvesting victims. The people of Java desperately need your help. Not only do you need to race against time, you must avoid the natural hazards of lava while climbing the erupting volcano.

OBJECTIVES

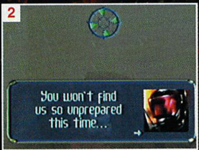
1 RESCUE VILLAGERS BY BOAT
2 FIND THE IDOL
3 TAKE JAVANESE QUEEN
4 SAIL NORTH ON JAVANESE QUEEN
5 GET MEDICINE FROM WITCH HAG
6 TRADE MEDICINE FOR SPEED BOAT
7 FIGHT FINAL PROCESSOR

RESCUE VILLAGERS

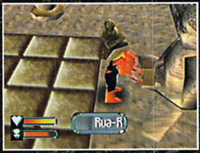


West Rua-Rua is threatened by lava flows. Take the airboat and head west until you find the freighter. Steer it back to East Rua-Rua.

FIND THE IDOL OF RUA-RUA

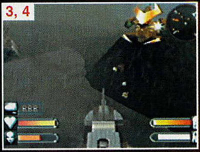


You won't find us so unprepared this time...



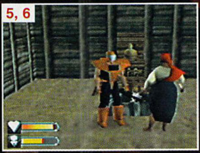
Use a Trekker to make the jumps across the lava around the volcano. On top, meet the black-suited alien and lots of bugs, then look for the idol in the tunnel downhill from the temple.

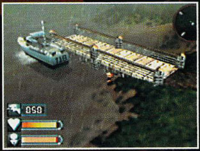
SAIL ON THE JAVANESE QUEEN



Once you have the idol, trade it with Bogie for his ship. Now head west and south to find the ailing Colonel Murtz.

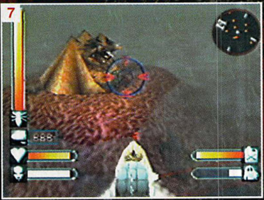
GET THE MEDICINE & TRADE FOR THE BOAT





Drive north to the witch hag's cabin and get the medicine for Murtz, then return and trade it for the Colonel's speed boat.

THE PROCESSOR



Sail north to the Processor, and defeat aliens on the way. When you reach the Processor, stay on the boat and circle it while firing.

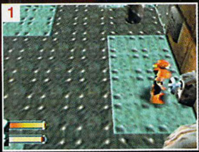
JAVA 4

The final desperate mission takes you by air to the two elemental temples and by water into a fortified naval base. The alien in the black suit willshow up again to taunt you, but the locals still believe in the warrior from the stars, and they'll help you when times get rough.

OBJECTIVES

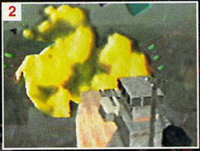
1 REPAIR BOAT
2 CLEAR BLOCKAGE INTO BASE
3 TAKE WATER PLANE
4 FLY TO ELEMENTAL WATER TEMPLE
5 FLY TO ELEMENTAL FIRE TEMPLE
6 FLY TO GREAT ELEMENTAL TEMPLE
7 ENDURE FLIGHT TO PROCESSOR
8 DESTROY PROCESSOR
9 DESTROY SHIELD GENERATOR

FIX THE SHIP



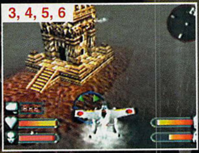
The good ship Pequod has a problem in the hold. Help out the captain so he'll get rid of your white whale for you. Thanks, Ahab.

CLEAR THE PASSAGE



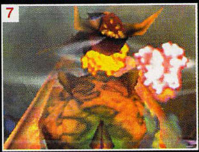
Only the Pequod can break the barrier to Blackness Harbour, but you'll have to give the captain the power to reach ramming speed.

GO TO THE ELEMENTAL TEMPLES



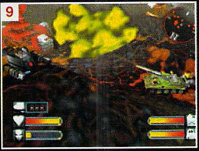
The temple in the lagoon is accessible by float plane. The fire temple is best reached using the Gyrocopter.

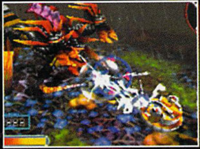
THE PROCESSOR



After the wild ride to the Processor by airplane, attack the alien from your plane instead of landing.

DESTROY THE SHIELD GENERATOR

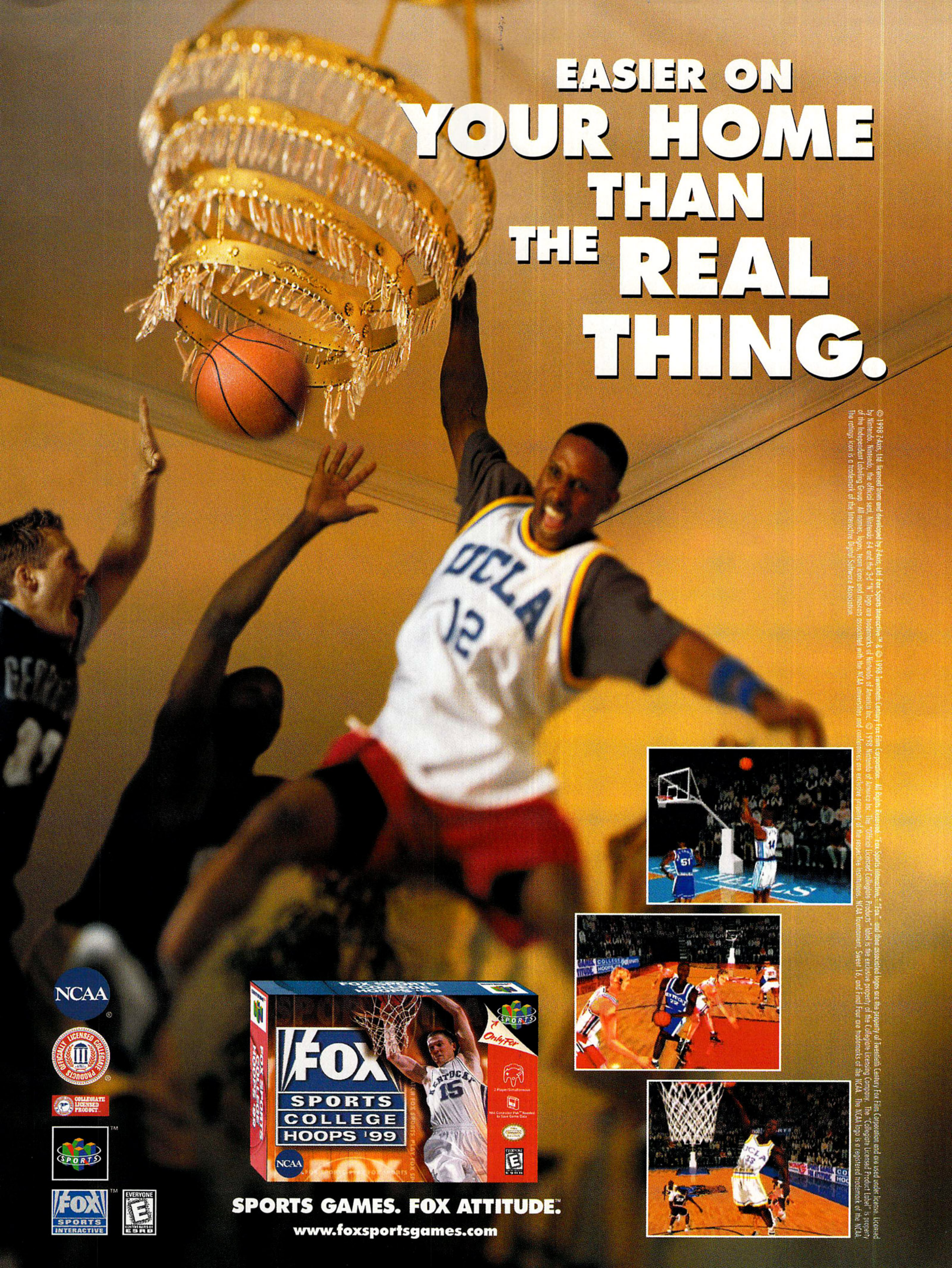




Look for the vulnerable white areas on the Shield Generator as you attack. Move in circles to keep out of range of the alien, and dodge in to deliver your own quick attacks. As a general rule, keep moving when facing any Harvester, and aim for limbs or obviously marked parts of their bodies.

MORE BUG BATTLES AHEAD...

After two huge areas like these, you could use a rest. But the bugs don't sleep. They'll be back for three more blistering battles—in America in 1966, Siberia 1991, and in space in the year 2016.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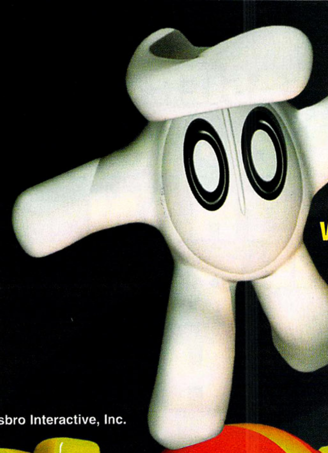

Hasbro's first game for the N64 pits a friendly magical glove against the denizens of a ruined enchanted kingdom. Glover helps save the Wizard, collect the Six Magic Crystals and defeat the dark purposes of the evil glove, Cross-Stitch.

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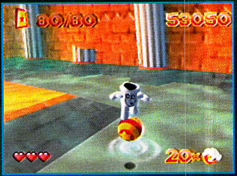
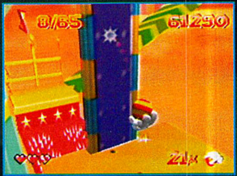
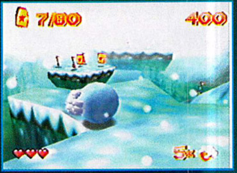
GLOVER™

Meet Glover of the Crystal Kingdom. The Kingdom's not in very good shape these days, because his master, the Good Wizard, accidentally mixed some dangerous potions together and caused a huge explosion that hurled Glover out of the Crystal Castle and changed his brother glove, Cross-Stitch, into a creature of pure evil. Glover barely had time to transform the Crystals into rubber balls to keep them from shattering in the explosion—and now they are scattered throughout the kingdom. Your job is to travel to the different worlds and get them back—and to save the Wizard. There is no time to lose!



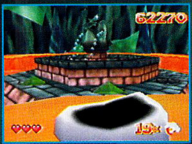




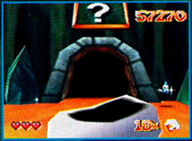
MODES OF PLAY

Main Game

Reclaim the Magic Crystals



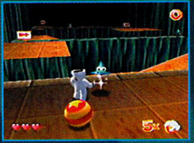
Your objective is to guide Glover through each of six magical worlds that are linked to the Crystal Kingdom. Each world has three levels followed by a meeting with a major baddie. Your job is to get the rubber ball, or Crystal, from each world, return it to the Vault of Crystals within the castle, and replace it in its slot.



Collect the Magic Garibs

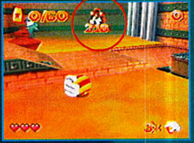
The explosion scattered the Wizard's magical Garib cards throughout the six worlds. In each level, you will have a certain number of Garibs to retrieve. Each Garib collected adds to your point total, and collecting them with your ball will earn extra points or even double them if your ball is in crystal form.

Practice



In case you've never worked with a magic glove before, this area has some obstacles for you to practice on. Take some time to learn how to work the little guy—novice players often make the poor fellow fall off the edge of a world.

Time Trial



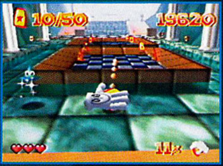
Each level has a target time. If you finish before the target, you can enter your initials and go back to that level any time you want to! Neat, huh? This comes in handy if you run out of Glovers later in the game.

ATLANTIS

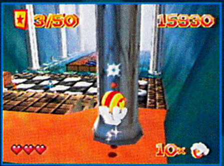
1

50 Garibs

The Wizard's first hyper-gate will drop you off in Atlantis, where his frightened animal friends are guarding against intruders like you. Once you make it past them, your Garib search will begin. Some of the Garibs are sitting on floating blocks in the level's two water pools.



The first level in Atlantis is pretty easy, and there are even a few secrets hidden here. First, carefully guide Glover past General Wu (the Shark), then slap the rubber ball over to the floating blocks.

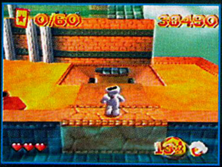


The Wizard's hat, Mr. Tip, can be in many places at once, and he will try to give you some advice. In this level, he tells you to look for cracked items to fist-slam, like the cracked pillar shown here.

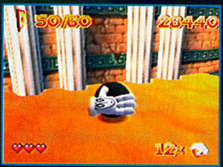
2

60 Garibs

Once you're through the door to Level 2, your primary concern will be avoiding falling off the edge of the world. If Glover's ball goes off the edge, that's bad, too. Move the ball onto the ball switches to make them work.



First, fist-slam the block holding back the water. The water will drain away and activate a platform in the second pool of water. That platform will then carry Glover to the rest of the level.



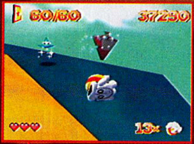
Always examine the environment carefully. Any flaws or cracks in the surroundings might lead to secret areas. In fact, this wall looks like it might break. Try hitting it with your bowling ball to find some secret Garibs.

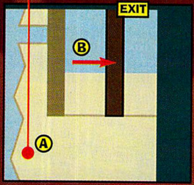
3

80 Garibs

First, get all the Garibs near the water, then run the ball out through the door in the city wall, where the water is flowing. More Garibs lurk beyond the walls. Collect those, then go backinside and climb the steps.

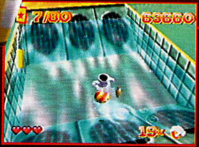
Hercules

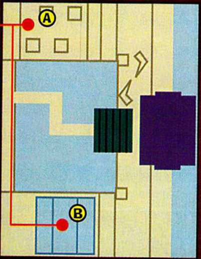




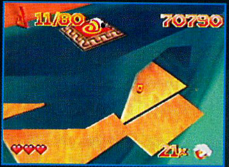
Hercules is the first magic spell in the game. Glover can use this to become big and strong and to push the wall toward the exit door. It also enhances throwing, so the glove can throw a ball far enough to get those last seven Garibs way up high.

Speed Up





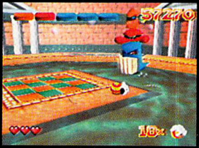
At the top of the steps, take a left and go past the shard patch. Slam the dibbers guarding the way and get the Speed-up potion. This will make Glover fast enough to, say, cross a certain pool. Go, Speed Glover, go!



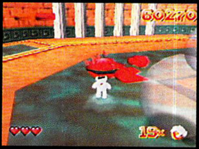
Once the metal waterwheel has been turned on, you'll be able to jump on and ride over to the aqueduct of Atlantis. Work your way to the end of the level and examine the half-pipe near the exit door to find a secret warp switch.

Selwyn

Oh no! Cross-Stitch has created a huge combo monster made up of a whale, a crab and a fish, and it's out to get you. The G-man doesn't stand a chance unless you can take out Selwyn with three hits using any ball. Watch out for the water streams he shoots, and keep your distance.

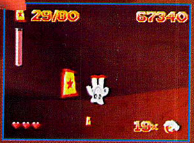


Keep an eye on Selwyn's health meter to keep track of how much life he has left. When the whale part disappears, the crab will come after you. Treat the crab with kid gloves and a few careful fist-slams.



After making short order of the crab, go for the flying fish. Since you don't have wings, wait for it to come close to the floor, then wham! The whole mess is ready for drawn butter and cocktail sauce.

Sticky Fingers

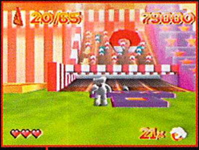


The Level 3 secret area is looking up. Use the Sticky Fingers potion so you can walk up the walls and onto the ceiling, where you'll find gobs of Garibs. Let your fingers do the walking.

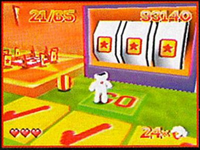
CARNIVAL

1 65 Garibs

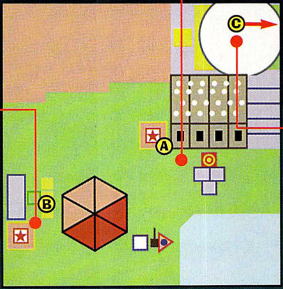
Glover loves carnivals—so many rides, so many games, so little time. Don't let it all distract you too much, because you still need to help the Wizard. Find your ball and explore the level, paying careful attention to Tip's advice.

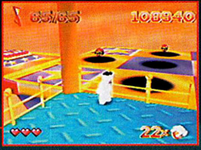


To play the Skee-Ball game, put your ball bearing on the ball switch. Use the buttons to turn the magnet off and on and to move it from side to side. Drop the ball onto the four ramps and reap the Garibs.



Use the Go button to start the slot machine. Slam the check-mark buttons to freeze each of the slots on a certain picture. When you get three of a kind, the ramp to the rocket will rise a little. Not all three-of-a-kind combinations work, though.

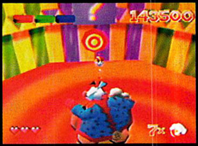




After you go around the giant ice cream cone, take a whack at the Whac-a-Dibber game. Put the ball on the ball switch, leave it there, then ride the platform over and give those dibbers the White Glove Treatment. Pound 'em!

Kloset

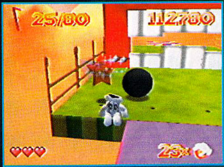
This boss will not only throw stuff at you but also spin the floor from the center of the room. Do your best to avoid severe dizziness while crossing the last spinning disk—slapping and throwing the ball are even more difficult when you can't maintain your balance!



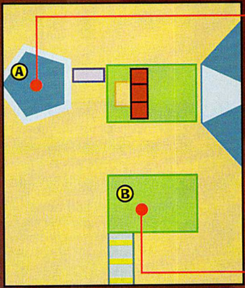
To get rid of Kloset and his floor-spinning antics, maybe you should try to hit the ball-switches with your ball. Each one should damage him. Then, a direct hit on his clown nose should finish him off.

2 80 Garibs

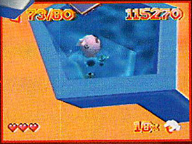
You'll have lots of room between the moving platforms on this level, so don't let Glover fall or lose the ball. Beware of things that tilt below. Jump over the center of the cloverleaf-shaped platform for extra life.



Here you'll have to smash out the clown's teeth for some extra garibs. The bottom choppers are pretty easy, but you'll have to do some awkward bounce-throws with the bowling ball to hit the top ones.

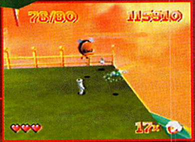


Helicopter



Helicopter potion! You could have used that in the last level. Drink the potion and take to the air! Just follow the Garibs—they'll lead the way. Don't fret if Bugle the Inflatable Elephant gets the ball—you can always snag it back later. The elephant likes to follow you, remember?

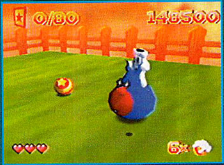
Froggy



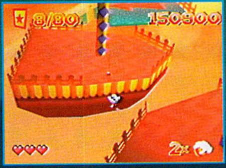
This platform, other than being the next in a long string of dangerous places to fall from, is the home of a bee with an exploding stinger. Hmm... Frogs don't have stingers. Where's the Froggy potion?

3 80 Garibs

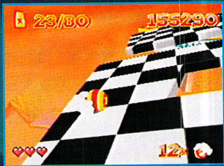
Oh, great—more tilting, twirling, crazy platforms to cross. They're even more intimidating than previous ones. At least you have a good idea where to go this time. The tricky part, once again, is keeping Glover from falling off the edges.



All you can do here is hop onto Dennis, bounce around, and check things out. Use the turnstile to jump over the tents and the switch on the other side to turn the turnstile on. Then you'll be able to bring the ball across.



A warning to those who suffer from seasickness: You have to pass wildly-moving boats to get to the ledge on the other side. Slap the ball to the first boat, bounce-throw to the next boat, then slap the ball to the ledge and cross to safety.

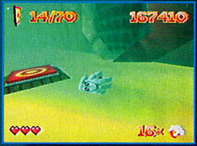


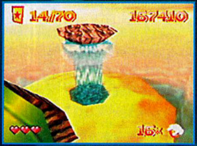
More fun with tilting platforms! Be really careful here and keep good control of the ball as you go around the turns. Don't overcompensate for the tilting motion. After the fourth turn, there will be a switch.

PIRATES

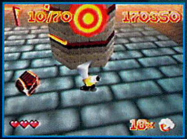
1 70 Garibs

All right, maybe you can breathe underwater, but you definitely can't swim. The water in the lake is deep! When underwater, you'll probably need the ball bearing. Hit all the switches in and around the lake, then go up the waterspout to the port town in the air. The enemies there want your precious ball!

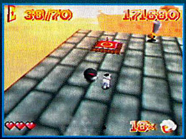




The big lake with the island in the middle hides some ball switches beside some pipes on its floor. Using the ball bearing, go down and let the pipe current push you onto the switch. The switch turns on the island's water-powered platform, your way outta here.



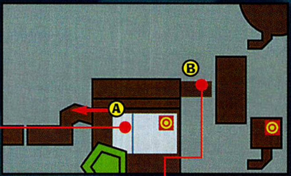
Look at the scurvy dogs fouling the lighthouse: Chester, the mean-tempered treasure chest and Swish, the walking sword. Sneak up on Swish, grab him, then use him to whomp Chester and the rest.

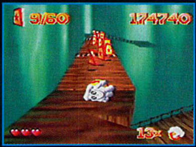


Watch out for cannons! The tea chests protect you, so don't be in a hurry to slam the ones close to the cannon. Also, Swish can wipe out the enemy balls as you find them.

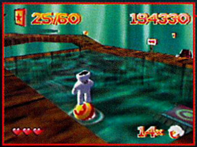
2 60 Garibs

For all this exploring, you should receive gold and precious jewels instead of garibs! Follow the narrow pathways around the trees, and remember to adjust the view when you can't see where you're going.

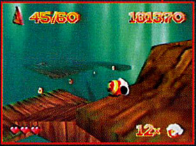




Time to run the gauntlet, hearties! It's a tight squeeze, but one with inclines and curves, not to mention giant knives. When the path changes color, it will start to collapse behind you. Hurry!



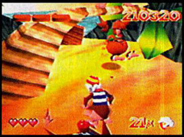
Take a dip in another pool of water. Leave the ball and go to the left. Get some garibs and hit the switch that drains the pool. Then go back and hit the ball switch at the bottom of the empty pool.



Shiver me timbers! Hit the ball switch to activate the ramp that leads to the final switch. The moving platform will go to the right, giving you the chance to hit the last ball switch to open the exit gate. Stay on the platform and scoop up those last Garibs on the way out. You'll fit through like a glove.

Spank

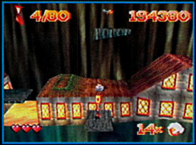
Spank lives at the end of the Pirate levels, where he pumps iron all day long waiting for wayward gloves to drop by. Why not spank Spank? Get him to follow Glover, and when he stops to swing from a branch, throw the ball at his chest as he starts swinging. He'll fall on his back, where a good slam will make him smaller.



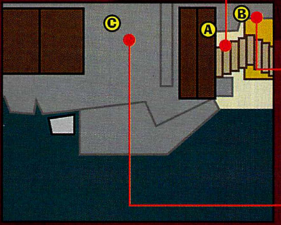
Spank has two simian chums who will try to grab your ball if they can. If they take it, fist—slam the ball to get it back. They play too rough and could pop the ball. What is this anyway, a planet where apes evolved from men?

3 80 Garibs

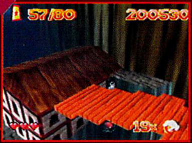
This level looks pretty straightforward, but you'll have to look around carefully, because there might be secret areas nearby that you'll need to explore in order to finish the level. Gold! Dubloons! Pieces of Eight! Try looking above and below the main path.

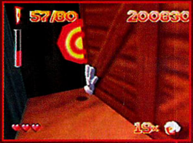


Like here, for instance. Look for a secret warp below, which takes you to a secret room full of garibs. Above is a secret extra life. The game will zoom out to show more of the level and what a poor glove can expect to find.

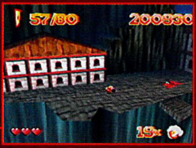


Hercules





Arrr! This is the most difficult part of the level. The buildings are too tall to throw the ball over, so you'll need to hit the ball with a fist-slam. Then walk the plank and fall on the Hercules potion to grow big and strong. Push the boxes aside to find another ball switch.

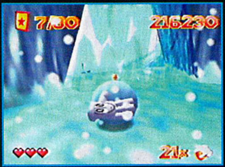


This ball switch activates the stairs that will let you move the ball onto the rest of the level. From here, there are no major surprises, so it's time to plunder at will and bark like a scurvy old sea dog.

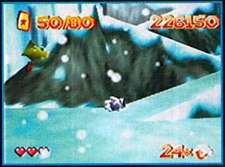
PREHISTORIC

1 80 Garibs

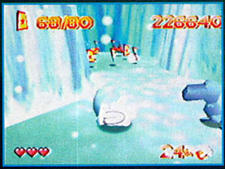
Did you think it was warm in prehistoric times? Snow and ice are going to be factors here, so watch out—you might slide out of control. Bees and dragonflies will fly around and harass you. It's too bad bug spray hasn't been invented yet!



Mom always said, "A rolling ball gathers no snow," but she was wrong. When Glover rolls the ball around in the snow, it will get bigger as the snow sticks to it. When it gets too big, try bouncing it a few times.



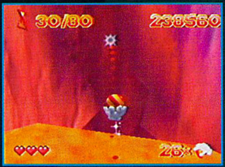
On Zig-Zag Hill, you'll compete with snowballs rolling down the hill as you try to go up. Therein lies the conflict. If you don't trust a snowball's ability to slalom around you, hug the inside wall of the path.



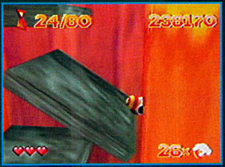
Look around carefully—the wall near Willy the Baby-Rex has a few little cracks. It's time for some bowling ball action. Break through the ice wall with the bowling ball and reveal a secret room with Garibs and an extra life. Then use the bowling ball to smash through the two walls of ice at the end of the level.

2 80 Garibs

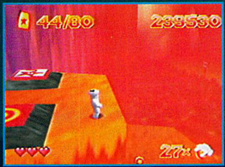
Can you take the heat? How about volcanoes and lava? Of course, you have to cross the lava lakes to get to the end of this level and that requires accurate bounce-throws from island to island. Oh, and if any lava gets on the ball, it will pop.



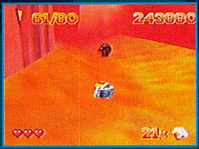
Check this out: the wall above the first ball switch on the top ledge looks a bit suspicious. Maybe a well-placed ball shot at the top of the crack could bring the wall tumbling down to reveal some surprises. Garibs, perhaps?



The ball needs to reach the tilting ledges to get to the second checkpoint. Stay to the center to level them out, then bounce and throw the ball up to the next step. At the top, go to the right to hit the checkpoint.



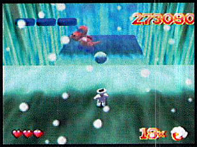
You'll find two switches that you'll need to hit to continue through the level. Because they are on a high ledge, fist-slam the ball for extra height. When you hit the star switch, a platform will go down, making it possible to bring the ball up and hit the ball switch.



At this point, watch out for rocks as they roll down the path. You'll be able to judge where they go because they'll follow the path closely. This should give you the information you need to keep Glover from being squashed like a pancake.

Keith

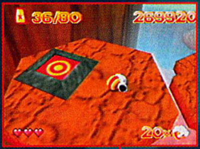
Aaaaigh! A Giant T-Rex with flame-throwing gas on his back! This is definitely not what Darwin had in mind, but he's not too tough to whomp. All you need to do is go bowling. If you slap the ball at him, it should come back after each try. Don't let Glover go too close to the ramp, or you could become Keith's next hot lunch. Rumor has it you're not supposed to shine light in his eyes, either.



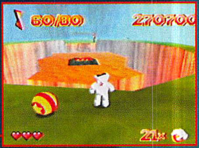
Of course, Keith won't just trot back and forth while letting you take target practice. He'll be shooting red-hot fireballs at you. When this is all over, you should ask the Wizard to bump you up a notch on the pay scale. Don't get burned—in mid-slap, hit Z.

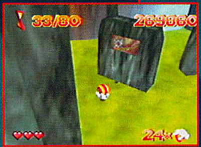
3 80 Garibs

The starting area on Level 3 has three paths to take, depending on the switches you hit. Tracy Rotops, in the central area, yearns for a magical glove. If only you had one! She'll chase you anywhere if you're close enough to her.

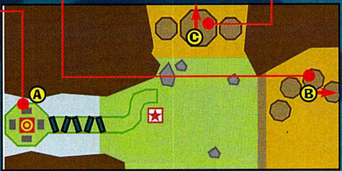


The first ball switch turns on six platforms, which you'll need to climb to reach the ball switch that opens the last part of the level. If you want to go back to the center of the area, use the Checkpoint Option.





The first switch turns on the moving walls that bring you to a rock formation. Notice the ball pattern on the smaller rocks and hit the targets with the ball. The middle rock with the ball switch on top will go down.



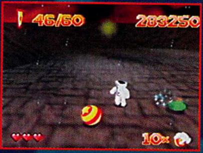
You can bounce-throw the ball over the lava to reach the big hole. There, you'll find the last switch that grants you access to the end of this level. On the other side is a platform to ride up, which will take you past some Garibs. See how many you can get on the way! It'll be nice to be away from the fire, smoke and lava.

FORTRESS OF FEAR

1

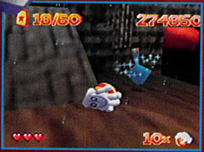
60 Garibs

It was a dark and stormy night. So you think you love haunted houses? This one might be more than you bargained for. Beware of the thunder and lightning–they will black out the screen, and Glover is afraid of the dark! Why doesn't the ball have a light on it?

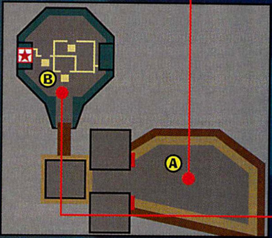


There are two more ball switches here. The ghost is a problem because he can cast spells and change your ball into a blob. You don't really need the Froggy potion here. It works on the dibber but not on the ghost, and it will turn you into a frog instead.

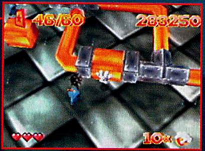
Helicopter



You went past all those scary coffins for a good reason—a Helicopter potion! That will certainly help cut back on the leg-work. After you take the potion, go up and nab some Garibs and some extra lives.



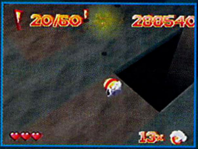
Here's a problem in electrical engineering for the Glove. Close the circuit here by shoving the three gold blocks into the wiring of the lightning catcher. Time the actions carefully so the Thrice Knightlies don't dice you.



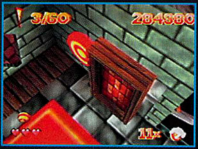
2

60 Garibs

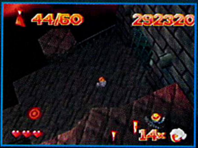
The rain has stopped, and you're heading into an area full of booby-traps and hazardous moving platforms. There will be plenty of puzzles to figure out around here. You'd better get going, before Scooby and the Mystery Machine kids show up!



This old house is put to the white Glove test. In this room, you'll have all kinds of fun picking up lots of Garibs strewn about the room in one shot, because they are on falling platforms. Who's the architect, anyway?



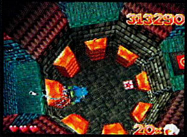
There's a bunch of Garibs, way up high where you can't go. Push aside the trick door to reveal a ball switch, which you'll use to help rein in the treasures.



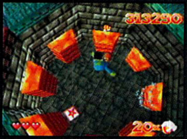
You're entering an area with live dynamite, so watch out near this ball switch. Go to the gate, let the ball roll down to the switch, then run through the gate and push the wooden switch to hold it open.

Graham

Graham is your run-of-the-mill, factory-issue Frankenstein monster. He looks menacing and is one of the most dangerous bosses in the game. The beauty of Graham is that you don't need to whomp him—move the ball to the ball switch far above.



Graham follows a pattern. First, he is zapped in the middle, then he electrocutes a gold platform, then kicks a gold platform. To reach the ball switch, you'll want to make stairs out of the platforms by fist-slamming them.



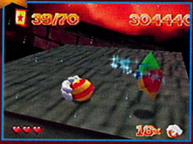
Once the platforms are set, throw the ball up one step at a time. Graham will then come after you. Lure him away from your ball by jumping to the next platform, then back. Dribble the ball when he starts kicking your platform. Repeat the process to the top.

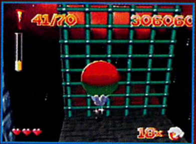
3

70 Garibs

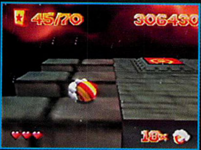
The weather starts getting rough, the tiny glove is tossed. If not for your Fortress of Fear-less clues, the player would be lost! This is the largest of the three levels, and you can expect the rooftops to be slick with rain.

Beach Ball

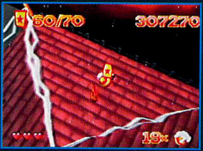




Cross the perilous swinging platforms and grab the bright-colored star—it will turn your ball into a Beach Ball. It is easy to control and can be thrown much farther than the standard-issue rubber ball. Use it to hit the target on the opposite side of the gate.



You move past the swinging platforms only to discover the way to the left is blocked by a creepy spiked gate. Go up the stepped platform straight ahead and use the ball switch to lower the spikes. Then you'll be able to warp to the next part of the level. The level's end is in sight.

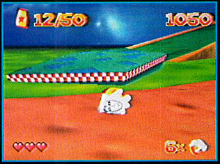


Now you'll come to an electrified roof. You would be wise to wait patiently for the chance to move Glover safely past the arcs of electricity. Conversely, it would be unwise to let him be zapped to a burnt-out crisp by 1,400 watts.

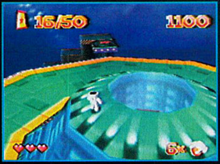
OUT OF THIS WORLD

1 50 Garibs

We are on the Moon now, and you know what that means: less gravity. Cool! Not only that—go check out the jet streams. Those will help you soar even higher. There are Garibs to collect and other stuff to look at. You'll be able to find out once and for all whether or not it's made of green cheese, for one thing.



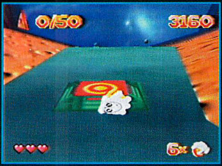
After having explored a little while with the aid of the jet streams, did you notice the platforms up above? One of them has a ball switch on it. Go to the green lake and up a ramp to activate the ball switch, which will take you up to a fist switch.



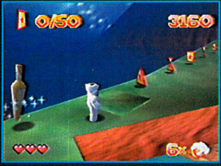
The fist switch will bring more floating platforms in the green lake. Take them to the UFO at the top. Slam the center of the UFO to get inside, where there is a final fist switch. Use this to fire a rocket at the mountain and reveal the exit.

2 50 Garibs

Wow—you're never going to get through this maze! Or will you? You'll have to stand here for hours planning your timing to get through all the doors and platforms. On the main strip, watch out or the glove might slip. It's slick along here. Hit reverse when you want to stop; otherwise, the ball could go flying.



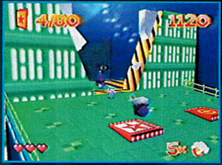
See the ball switch? It opens the exit door. But don't hit it yet because it's on a timer. Explore the rest of the level, hit the other switches and Garibs, then come back and hit it when you're ready to finish the level. Hustle to the exit!



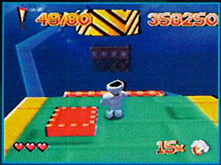
There's some Speed-up potion on the overpass. Drink it and touch the block on the ground to open a door on the other side of the overpass. You'll need the speed boost to make it there before it closes, and find a secret area filled with Garibs.

3 80 Garibs

Welcome to Moonbase Alpha, the triumph of NASA's space research efforts. They've put an uninhabited outpost on the Moon's surface, at great expense. You must be cautious—it could be dangerous here. As always, you should take extra precaution on the conveyor belts.



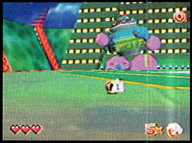
There's one thing you should remember: Aliens who steal your ball need a good solid fist-slam! The ball will be turned into a Crystal while Jules has it, so catch it before it breaks. As for the Robot, avoid him.



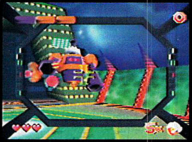
Change the ball to the ball bearing. The magnet will take it to another platform, and bring back a bridge that will let you continue the quest. Use the Star to take the ball back, then set phasers on stun and continue the search for the exit.

Rachett & Spanners

These complex bosses recall Spank and Company from the Pirate level, except that this time the glove is on the other… foot. Rachett shoots long-range time bombs at you, but he has a weak spot. He can be taken over and used against Spanners. Shoot balls at Spanners to bring him down. Then it's time to celebrate completing the level!



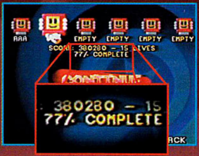
Sidle up close enough to Rachett so that you can see the arrows pointing to a door in his right foot. Put the ball in there, the quicker the better, before he starts releasing his timed bombs.



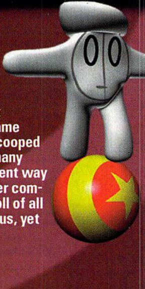
To eliminate Spanners, use standard robot-destroying tactics: Shoot at the arms until they pop off, then aim for the body. The arms fire missiles, and mechanical beasties and electrical arcs will attack once the arms are gone.

BEYOND THE BASICS

Once you've done it, freed the wizard's magical kingdom from evil and foiled Cross-Stitch's wicked plan, all you and the glove have to do is work on improving your score. Oh, happy day for Glover! The wizard will be so pleased with you–maybe you'll get that raise you've been asking for!

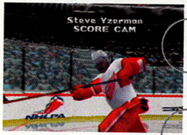


That's all for now, but remember that the game isn't really over until you've scooped up all the Garibs. Earning as many Garibs as you can is an excellent way of gaining access to the Glover compartment, the sacred honor roll of all who have braved the dangerous, yet compelling, world of Glover.



DETROIT 0 1ST
NASHVILLE 1

Nashville's debut season


Steve Yzerman
SCORE CAM
NHLPA

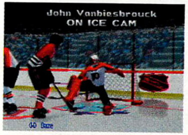
Yzerman named MVP

create player
FIRST NAME RON
LAST NAME FRANCIS
PASSING:69
RON FRANCIS

Francis joins Carolina

B. Hull
ON ICE CAM

Kick save by Fuhr


John Vanbiesbrouck
ON ICE CAM
Daze

Daze shoots on goal

Acclaim
Curtis Joseph
LO CAM
Smith

Smith clears the puck

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RATING PENDING RP CONTENT RATED BY ESRB

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Steve Yzerman
1998 Stanley Cup® MVP

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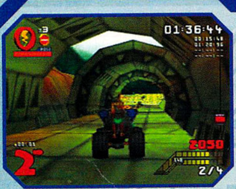
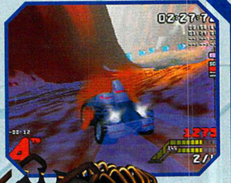
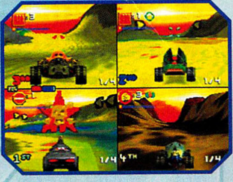
It may have an odd name, but S.C.A.R.S. (Super Computer Animal Racing Simulation) is a fast, challenging ride. Sim fans may not like the fantasy elements, but arcade racing fans should give this title a try.

FAST AND FURIOUS

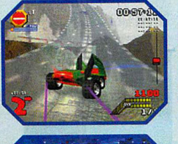


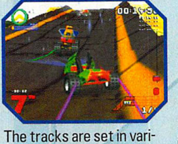
The vehicles may look strange, but the action in S.C.A.R.S. is fast and furious. Set in a war-ravaged future, S.C.A.R.S. features nine fanciful cars, each inspired by a different wild creature. These cars can be armed with a wide array of special items and weapons spread around the nine rally-style tracks. We took more than a few turns around each of these tracks and came up with some strategies that you can use on your way to the winner's circle.

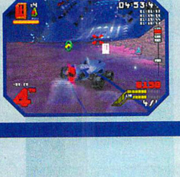




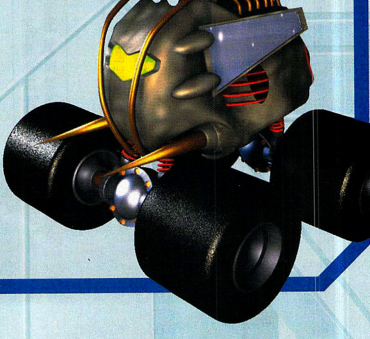
Each car is inspired by a different wild creature and has different attributes. Lions and panthers and sharks, oh my!







The tracks are set in various fantastic landscapes, from a ruined city to a volcanic island to an underwater paradise.



MODES

You can challenge the computer or up to three other drivers in three play modes. Each mode has something different for your driving pleasure. The only thing missing is the feeling of the wind in your hair!

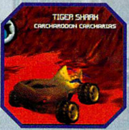
GRAND PRIX

There are five different circuits in the Grand Prix Mode, each with more tracks than the last. You win a certain number of points for each race, depending on where you finish. The driver with the most points takes home the championship.

CONGRATULATIONS
CUSTOM CUP
2
1
3
PLEASE TRY AGAIN

CHALLENGE

To activate the Challenge Mode, you must win the first Grand Prix circuit, called the Carbon circuit. The Challenge Mode consists of one-on-one races with four special cars. If you win, you can use the car you defeated in any mode.


TIGER SHARK
CARCHARODON CARCHARIAS

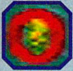
TIME ATTACK

In the Time Attack Mode, it's just you against the clock—and against yourself. The computer saves a "ghost" of you on your best run. The next time you race, you compete against this ghost. Use this mode to analyze and improve your driving.

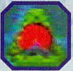
FINISH TIMES
04:52:20
PANTHER
01:10:64
REPLAY
INFO
EXIT

ARSENAL

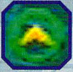
These special items and weapons are scattered around all of the tracks. Simply run them over to collect them and press Z to activate them.



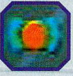
TURBO
Activate a Turbo boost to greatly increase your speed for several seconds. Use one at your own risk!



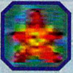
MAGNET
Drop a Magnet to leave a column of energy on the road. This energy can trap a car and hold it for several seconds.



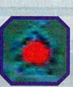
BOOMERANG
When activated, the Boomerang whips around your car at high speed. It strikes at any opponent that comes within range.



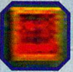
SHIELD
The Shield is invulnerable to enemy fire and will allow you to pass through traps without being stopped or caught.



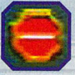
TIME BOMB
Pick up a Time Bomb to start a 30-second countdown. Press Z to attach it to another car before it explodes.



SEEKER
The Seeker is a powerful homing missile. It has quite a long range and can fly around corners in search of its target.



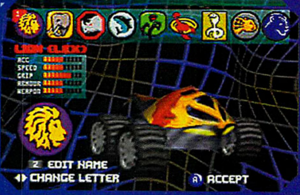
ROCKET
The unguided Rocket has good range and can be used to destroy a hazard, like a Stopper or a Magnet.



STOPPER
A Stopper creates an energy barrier that can slow down or stop a vehicle. It remains in place until it's hit.

VEHICLES

Any car is capable of winning a championship, depending on your driving style, but the Panther is the number one ride. The "Locked" cars are the ones that you must defeat in the Challenge mode.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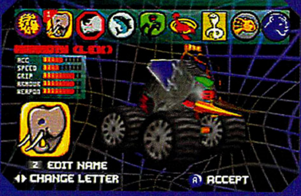
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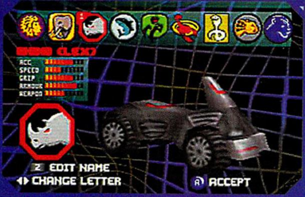
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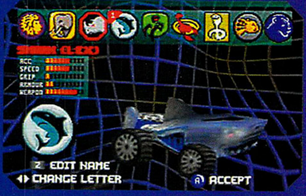
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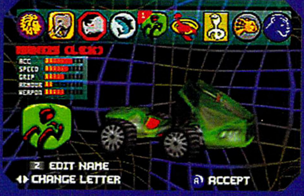
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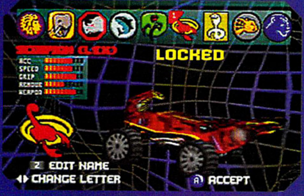
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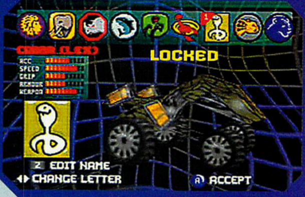
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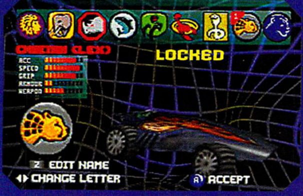
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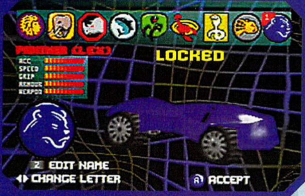
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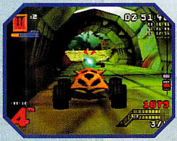
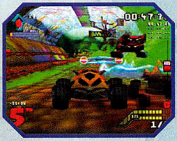
AZTEC

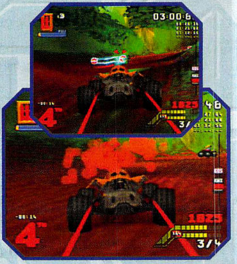
The Aztec track is a perfect training ground, with wide lanes and lots of weapons laid out every few hundred yards. Learn your car's limits, especially when cornering. You're going to flip over a lot in this game, so get used to it and learn how to recover from it.



Press bottom C to look behind you. If you fire a weapon while looking back, it will shoot backward. Just be careful if you're in the middle of a turn.



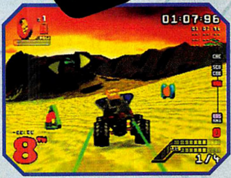
Shoot backward to lay down Stoppers, Magnets or other hazards behind you in tunnels or on narrow areas of the track. It's not nice, but it's effective!



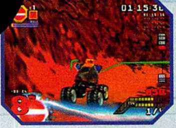
Any type of energy trap or hazard can be destroyed with a single Rocket. If you have the room, though, you should just jump over hazards by pressing the R Button and let your opponents deal with them.

ISLAND

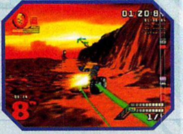
You'll be fighting with the Control Stick the entire way around this tropical terror. The whole track is rough and pitted and will bounce you around constantly. The blue-colored patches in some of the turns seem to be even more slippery than usual.



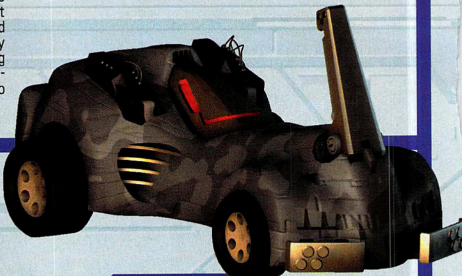
The quickest way around the Island is to take the right fork at the first crossroads. This path curves around the summit of the volcano and is very narrow. It's a prime spot for laying traps, and you can bet that your opponents will take advantage of it, so don't tailgate along this stretch.



Be especially careful jumping over obstacles on the shortcut. The shoulder of the road is very steep. If you get hung up, you could lose a lot of time.

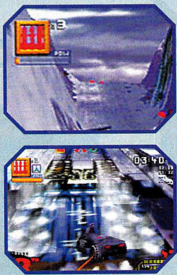


On this track, you'll find a lot of Turbo boosts just before the straightaways. If you miss the shortcut, burn your turbos as fast as you can to catch up.

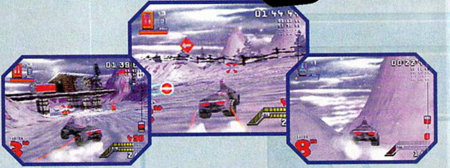


SKI

Skiing is exactly what you'll be doing in this icy environment. You can power slide by pressing both the gas and the brake while turning. This move is useful on the long, downhill curves, but you should pump the brake, rather than hold it, to avoid wiping out.

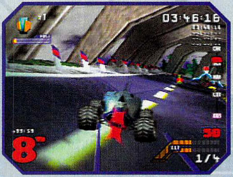


You can charge up most weapons by holding Z until the power meter in the upper left corner flashes. Release Z to fire.

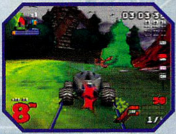


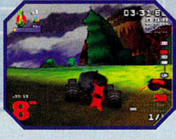
Soon after the race starts, drive under the ski lodge for a quick shortcut. During a race, we recommend following the main track from here. If you'd like to experiment, however, charge toward the fence ahead with the two mountains behind it. Steer to the left of the left-hand peak to find a path down the hill. You must hit the gap perfectly, or you'll bounce backward.

RALLY

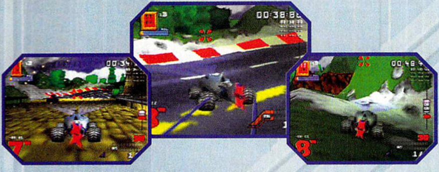


Just because the Rally course is paved in some areas doesn't mean you'll have better grip in the turns. In fact, the S-curves here are some of the toughest in the game. Start your first turn a bit early and swoop back and forth quickly to avoid a disastrous slide to the outside.

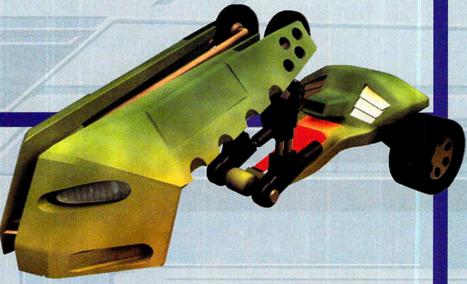




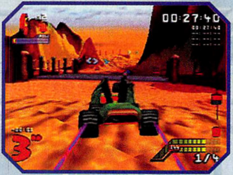
Just past the windmill, the track splits around a tower of rock. Take the left fork to avoid a particularly nasty hairpin turn.



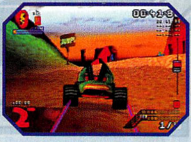
Here's another shortcut that's more of a curiosity than anything else. A few yards past the cobblestone bridge, swerve to the left toward the trees. To make it off the road and into the trees, you must turn your car almost completely around. If you hit just the right spot, you can bounce up and over the hill and down to the track below. This is an extremely difficult maneuver, however, so practice it in a Time Trial first.

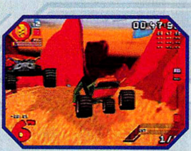


CANYON

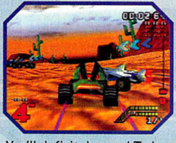


You'll have more chances to run flat-out in the Canyon than on some of the other tracks. The wide turns just after the starting line will also give you a chance to practice your power slides. When you come across a fork in the road, always take the left-hand path.

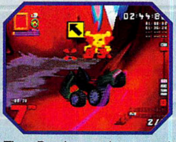




Look for a gap in the fence just past the "Jump" sign. Lay off the gas and let your car roll off the edge to the track below.

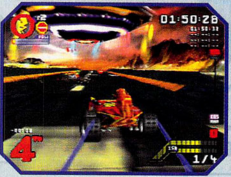


You'll definitely need Turbos to compete here. To collect the first Turbo icon on the track, race directly ahead from the starting line.

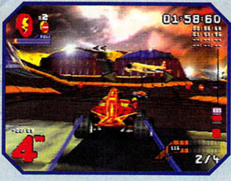


Time Bombs can be passed back and forth until they explode. Hang on to them until there's just three seconds or so left on the timer.

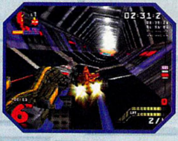
MOUNTAIN



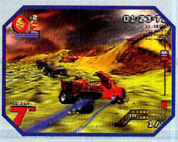
You'll also want to keep to the left on the Mountain course. Even if it's just a choice between two parallel lanes, stay in the left one. In one area, for example, the right lane suddenly dips down, and when it comes back up, there's a bump in the road that can almost stop you cold.



The track splits in two just after the starting line. Take the left fork and run up the hill. Just over the top of the hill is a 90-degree turn to the right. Start your turn early and use a power slide to swing around.

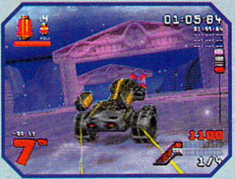


You usually receive three uses per power-up. Charging your Turbo uses all three at once. This tunnel is only one of several great spots on this track for a boost.

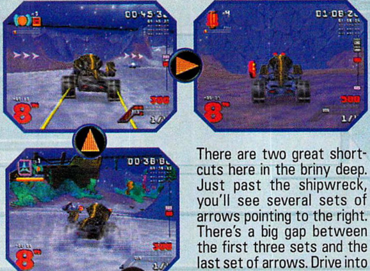


The name of the game on the Mountain run is power sliding. You have lots of room to maneuver and to engage your weapons, so take full advantage of it.

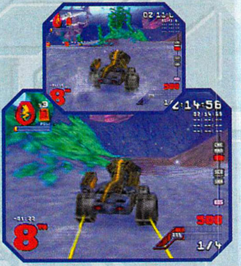
WATER



This race is run underwater, but the cars will handle the same as they do on land. If you miss the second shortcut, keep to the left and watch for broken columns crowding the right side of the track near the finish. They blend into the track, and you won't see them until it's too late.

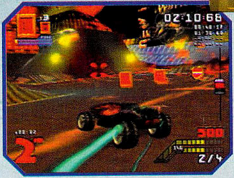


There are two great shortcuts here in the briny deep. Just past the shipwreck, you'll see several sets of arrows pointing to the right. There's a big gap between the first three sets and the last set of arrows. Drive into that gap to find the first shortcut and a Turbo icon.

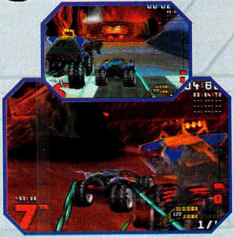


The second shortcut appears right after the first one dumps you back on the track. As soon as you spot the statue of Poseidon, look to the right to find a sandy path. Take this path to avoid the columns near the finish line.

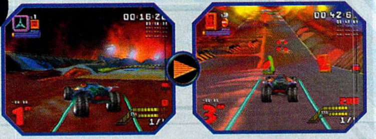
BLADE



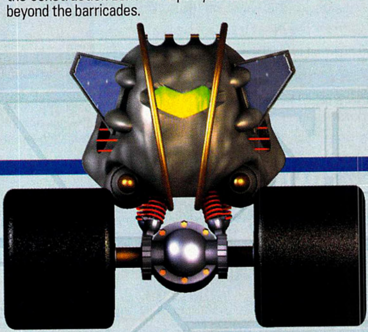
Maneuverability is far more important than speed in this futuristic wasteland. The course is full of construction barriers, right-angle turns and short, sharp S-curves. Once again, you should start your turns early and stay clear of the raised shoulders of the road.



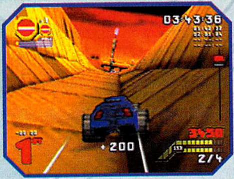
The first shortcut is on the right, immediately after the starting line. Unfortunately, several of your opponents also know about this "secret" path and will try to take you out. Lay down traps here on the later laps.



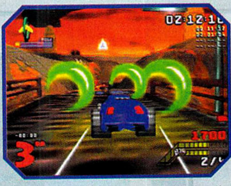
The second shortcut is in the middle of the course and is very easy to miss. When you see this mound of dirt, turn left and follow the dirt road. It starts off with several sharp turns, but then it smooths out considerably. This path will take you past the construction zones and put you back on the main track beyond the barricades.



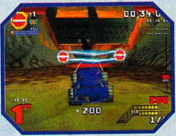
PIPE



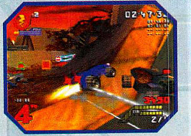
The high, steep sides of the Pipe are both a help and a hindrance. They can bounce you back and forth and slow you down, but you can also run along them for short distances to zip past your opponents. In the tunnel, climb the right bank and turn early to avoid hitting the back wall.



There are no shortcuts on this track, but there are a lot of blind corners that you can use to your advantage. After you come around a corner, wait a couple of seconds, then fire a hazard to the rear. Your opponents won't see these obstacles until they're right on top of them.



Of course, this strategy could backfire on you. Remember where you've laid your traps and don't get caught in them yourself!



Once again, you'll find lots of 90-degree turns on this course. The power slide will help you shave precious seconds off your laps.

Milo's™
Astro Lanes
Milo's Astro Lanes
Nintendo 64
Crave
Everyone
E
Content rated by ESRB
Player 1
Nintendo 64
Crave Entertainment

> "Expect hours of out-of-this world fun and excitement with this release."
>
> www.nintendo64.com - August 1998

> "Featuring pits, bumps and other obstacles.... Bowling may never be the same."
>
> Nintendo Power - September 1998

Bowl against your buddies on an alien's tongue. Sabotage your friends with Pea Balls, Cosmic Goo, and good old fashioned bombs. Packed with awesome power-ups, seriously warped lanes and four person multi-player action, Milo's Astro Lanes is the future of bowling.

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NHL 99™

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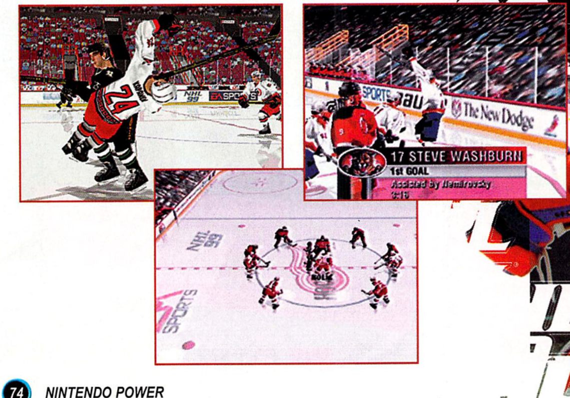
EA Sports, the all-time leader in video game hockey, has finally thrown its hat onto the N64 ice with NHL '99. For hockey and sports fans, it's a chance to score with great graphics, ease of play and a full list of options. It's all in this game.

BONE CRUSHING ACTION!

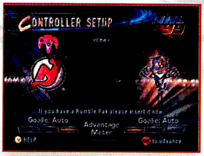
While the NBA flounders in labor talks, the action around North America this fall will be on the ice and in NHL '99. EA Sports packed this 96-Megabit Game Pak with complete simulation moves and options (both on and off the ice) plus intuitive control and a Beginner Mode for NHL rookies. From actual NHL arenas, teams and players to realistic strategy and coaching calls, NHL '99 provides the total hockey experience without the broken bones. If Breakaway is a sim and Gretzky is an arcade game, NHL '99 crosses the line to give players the best of both worlds.



LOADS O' MODES

NHL '99 has six different modes of play to choose from, including Beginner, Exhibition, New Season, New Playoffs, New Tournament, and Shootout. You can access the various modes at the Game Setup screen by using the Control Pad.

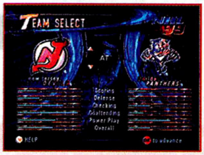
BEGINNER

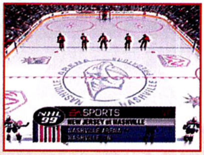

CONTROLLER SETUP
NHL 99
Goalie: Auto
Advantage Meter
Goalie: Auto
HELP
to advance

The Beginner Mode gives players new to hockey a chance to concentrate on the fundamentals of the game and become familiar with the basic functions of the N64 controller. Line changes and coaching strategies are not included in this mode, and referees keep their whistles out of play. The simplified play allows rookies a greater chance to learn and develop their offensive and defensive skills.

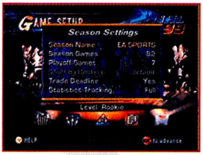
EXHIBITION

In Exhibition Mode, players play a full game of action-packed hockey, but the outcome doesn't affect seeding or standings. Any two teams can square off on the ice, with as many as four players participating. Play two-on-two, three-on-one, or all four against the computer. In the Exhibition mode, players can make line changes and set coaching strategies, and the referees call penalties as they occur.


TEAM SELECT
NHL 99
AT
Scoring
Defense
Checking
Goaltending
Power Play
Overall
HELP
to advance


NASHVILLE
NHL 99
EA SPORTS
NEW JERSEY at NASHVILLE

NEW SEASON

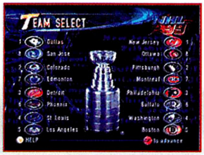

GAME SETUP
NHL 99
Season Settings
Season Name
EA SPORTS
Season Games
82
Playoff Games
7
Trade Deadline
Yes
Statistics Tracking
Full
Level: Rookie
HELP
to advance

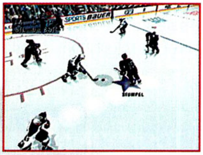
14 THEOREN FLEURY
1st GOAL

Only NHL teams participate in NHL '99 Season Mode, and they're arranged in their actual conferences and divisions. Players competing in this mode can choose between a shortened 26-game season or a regulation 82-game season. At the close of season play, the top eight teams from each conference move on to the playoffs. Playoff series lengths can be set at one, three, five, or seven games.

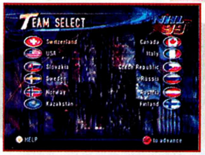
NEW PLAYOFFS

Players who want to skip the NHL regular season and begin at professional hockey's most exciting point, the Stanley Cup playoffs, can opt for the New Playoff Mode. They can enter the playoffs with an actual NHL team or take on the field with any custom roster they've created and saved. Teams are not restricted to their actual NHL conferences. The series can be set at one, three, five, or seven games.


TEAM SELECT
NHL 99
Dallas
San Jose
Colorado
Edmonton
Detroit
Phoenix
St Louis
Los Angeles
New Jersey
Ottawa
Pittsburgh
Montreal
Philadelphia
Buffalo
Washington
Boston
HELP
to advance



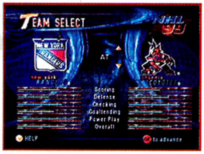
NEW TOURNAMENT

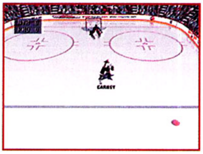

TEAM SELECT
NHL 99
Switzerland
USA
Slovakia
Sweden
Norway
Kazakstan
Canada
Italy
Czech Republic
Russia
Austria
Finland
HELP
to advance

To go for the gold, try NHL '99's New Tournament Mode. The tournament begins with a round robin, continues with single-elimination rounds, and ends with four teams competing for medals ranging from bronze to the all important gold. The round robin stage can be customized to include from one to four rounds, with eight, 12, or 16 teams entered. But in the end, only one will skate away with the gold!

SHOOTOUT

NHL '99 also gives players a chance to test their sharp-shooting one-on-one against the goalkeepers. In a Shootout, the five members of the Power Play 1 line from each team go head-to-head against the opposing goalie. Each player gets just one shot on goal, with chances alternating between teams. The team with the most goals at the end of the Shootout wins.


TEAM SELECT
NHL 99
NEW YORK RANGERS
AT
Scoring
Defense
Checking
Goaltending
Power Play
Overall
HELP
to advance



SIDELINE STRATEGY

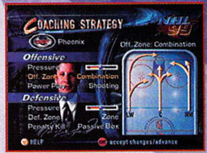
Another feature in NHL '99 for the N64 that is sure to keep hockey fans cheering is the much improved coaching. To help create true-to-life scenarios and plays, EA recruited Stanley Cup winning coach Marc Crawford to help with the design. The result is 16 authentic hockey strategies that add to the already brilliant realism of the game. Now you make the call!

OFFENSIVE PLAY

NHL '99 offers up eight offensive strategies in two categories, Offensive Zone and Power Play. You can opt for the Offensive Zone plays when the number of offensive players on the ice is the same as the number of players on defense. When you have players sidelined and you're playing shorthanded on defense, you'll be able to select from among the Power Play strategies.

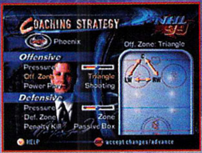
OFFENSIVE ZONE

COMBINATION


COACHING STRATEGY
Phoenix
Off. Zone: Combination
Offensive
Pressur
Off. Zon Combination
Power P Shooting
Defensiv
Pressure
Def. Zone Zone
Penalty Kill Passive Box
HELP
accept changes/advance

Combination is good for beginners. It automatically selects the best strategy based on the game situation, and players shift according to the defense is being run.

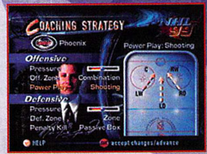
TRIANGLE


COACHING STRATEGY
Phoenix
Off. Zone: Triangle
Offensive
Pressur
Off. Zon Triangle
Power P Shooting
Defensiv
Pressure
Def. Zone Zone
Penalty Kill Passive Box
HELP
accept changes/advance

It takes experience to run the Triangle. When used well, this strategy floods one side of the ice with 3-on-2 or 2-on-1 formations. It's great for give-and-gos and one-timers.

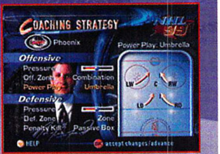
POWER PLAY

SHOOTING


COACHING STRATEGY
Phoenix
Power Play: Shooting
Offensive
Pressur
Off. Zon Combination
Power P Shooting
Defensiv
Pressure
Def. Zone Zone
Penalty Kill Passive Box
HELP
accept changes/advance

Use the Shooting strategy to attack the goal with everything you have. Once your puck handler enters the attack zone, his teammates will join in to charge the goal.

UMBRELLA


COACHING STRATEGY
Phoenix
Power Play: Umbrella
Offensive
Pressur
Off. Zon Combination
Power P Umbrella
Defensiv
Pressure
Def. Zone Zone
Penalty Kill Passive Box
HELP
accept changes/advance

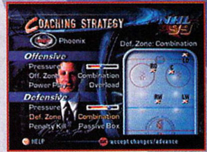
To attack the goal in waves, use the Umbrella strategy. When your puck handler enters the attack zone, teammates will flank him on the left and right, opening up side shots.

DEFENSIVE PLAYS

When it's time to protect your goal, you can choose from eight defensive options in Defensive Zone and Penalty Kill categories. You can select from among the Defensive Zone strategies when you have equal numbers of offensive and defensive players on the ice at one time. When offensive players outnumber the defense, you'll be able to choose one of the Penalty Kill plays.

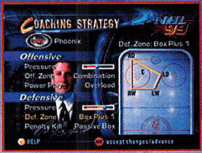
DEFENSIVE ZONE

COMBINATION


COACHING STRATEGY
Phoenix
Def. Zone: Combination
Offensive
Pressur
Off. Zon Combination
Power P Overload
Defensiv
Pressure
Def. Zone Combination
Penalty Kill Passive Box
HELP
accept changes/advance

Combination is a cross between Zone and Man-to-Man defense. One defender plays the puck, while the others guard their zones. If the skater is beat, another helps out.

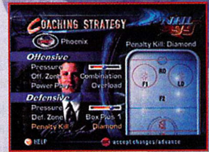
BOX PLUS 1


COACHING STRATEGY
Phoenix
Def. Zone: Box Plus 1
Offensive
Pressur
Off. Zon Combination
Power P Overload
Defensiv
Pressure
Def. Zone Box Plus 1
Penalty Kill Passive Box
HELP
accept changes/advance

Using Box Plus 1 strategy, wings and defenders play a standard box defense, while the center roves, and the box rotates so that a defender is always playing the puck.

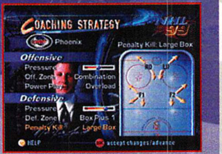
PENALTY KILL

DIAMOND


COACHING STRATEGY
Phoenix
Penalty Kill: Diamond
Offensive
Pressur
Off. Zon Combination
Power P Overload
Defensiv
Pressure
Def. Zone Box Plus 1
Penalty Kill Diamond
HELP
accept changes/advance

Defenders set up in a diamond between the goal and blue line. As an attacker approaches, one defender in the area moves to the puck, while others rotate to guard the net.

LARGE BOX

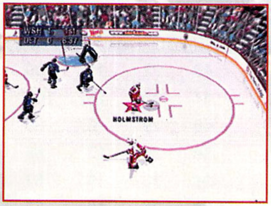

COACHING STRATEGY
Phoenix
Penalty Kill: Large Box
Offensive
Pressur
Off. Zon Combination
Power P Overload
Defensiv
Pressure
Def. Zone Box Plus 1
Penalty Kill Large Box
HELP
accept changes/advance

Large Box works much like Box Plus 1, but with fewer defenders and more attackers. The defense rotates as needed to keep a defender between the attacker and the goal.

ADVANCED TACTICS

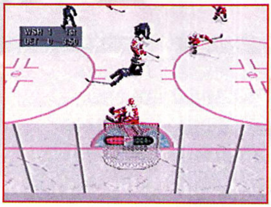
Casual players may want to opt for automatic settings to get the game rolling quickly, but hardcore hockey fans will definitely eat up the more advanced moves and settings that make NHL '99 such a realistic experience on the ice. EA, with its amazing attention to detail, had real hockey players in mind when it put the finishing touches on this title.

THE SPIN AROUND



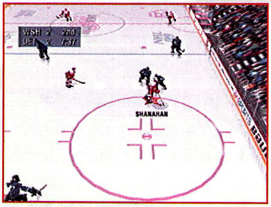
In the defensive or neutral zone, press L or Z to make the puck handler do a 360 and hang on to the puck. In the attack zone, the puck handler will spin and shoot.

CHECKING



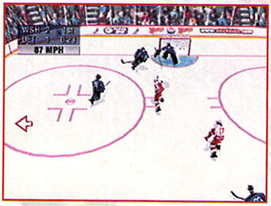
To check, press the bottom C Button and push the Control Stick toward your opponent. You can check to steal the puck, or just to...check. Hey, it's hockey.

BACKWARD SKATING



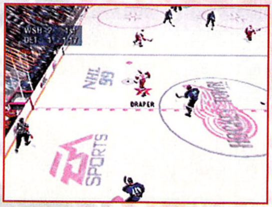
On defense, pressing Z will make your defender spin around and face an attacker. It works great when you're defending against one-on-one breakaway attempts.

ONE-TIME PASSING



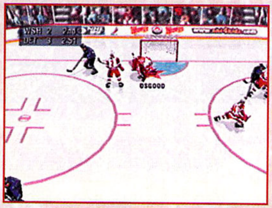
For a one-time pass, press the Control Stick toward a teammate, press A and hold it for half a second. He'll pass right back to you for a quick shot on the goal.

STICK CONTROL


NHL 99
DRAPER
EA SPORTS

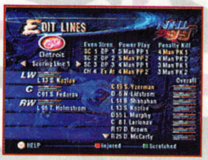
To be a great player, you must have great stick control. Use the Control Pad or Control Stick to skate and handle the puck; either way, mastery takes practice.

GOALIE CONTROL



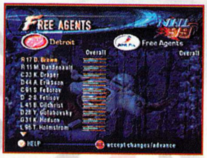
Press R to set manual goalie control. While in manual mode, press B to attempt a save. If the pressure becomes too intense, press A to make the computer take over.

EDIT LINES


EDIT LINES
NHL 99
Detroit
HELP
Injured
Scratched

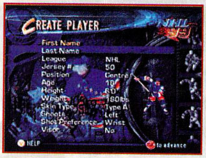
The Edit Line option lets you adjust your team's roster. Rotate bruising defenders in for goal-scoring speedsters and see what happens.

FREE AGENTS


FREE AGENTS
NHL 99
Detroit
Free Agents
HELP
accept changes/advance

Free agents can be added to or released from any team's roster. Pick up fresh, new talent or dump the deadweight using the free agent pool.

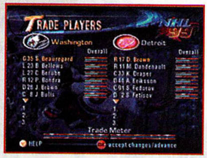
CREATE A PLAYER


CREATE PLAYER
NHL 99
HELP
to advance

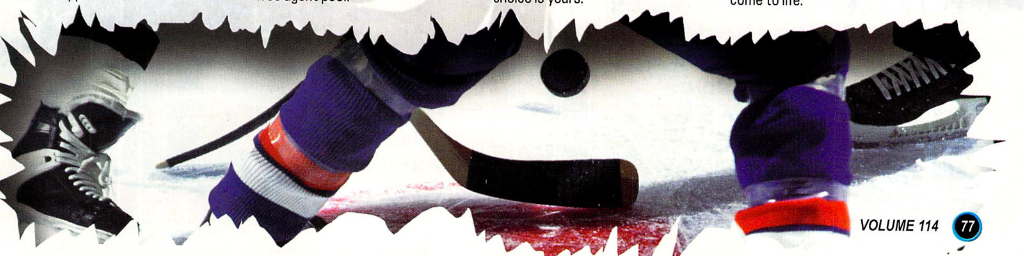
First Name
Last Name
League NHL
Jersey # 50
Position Centre
Age 18
Height 6'0"
Weight 180lbs
Skin Type Type A
Shoots Left
Shot Preference Wrist
Visor No

If you're not happy with the talent you see, create your own. From hard-hitting defenders to left-handed slapshot artists, the choice is yours.

TRADE PLAYERS


TRADE PLAYERS
NHL 99
Washington
Detroit
Trade Meter
HELP
accept changes/advance

Ever wondered what a front line of Gretzky, Federov and Roenick would look like? With the trade option, your dream team can come to life.



STATS

In formulating the rankings, EA paid close attention to last year's Stanley Cup Playoffs. Current Cup holder Detroit ranks high on the list, along with perennial playoff powers New Jersey and Colorado and upstarts Philadelphia and Washington. New are the expansion Nashville Predators, as well as the option for international play with 18 of the world's best national teams.

EASTERN CONFERENCE

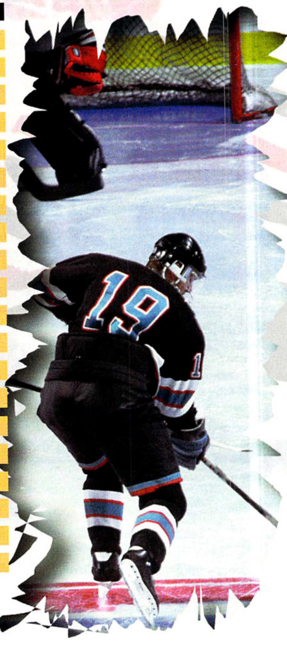
TEAM	GAMES PLAYED	WINS	LOSSES	TIES	POINTS
NEW JERSEY	82	48	23	11	107
PITTSBURGH	82	40	24	18	98
PHILADELPHIA	82	42	29	11	95
WASHINGTON	82	40	30	12	92
BOSTON	82	39	30	13	91
BUFFALO	82	36	29	17	89
MONTREAL	82	37	32	13	87
OTTAWA	82	34	33	15	83
CAROLINA	82	33	41	8	74
N.Y. ISLANDERS	82	30	41	11	71
TORONTO	82	30	43	9	69
N.Y. RANGERS	82	25	39	18	68
FLORIDA	82	24	43	15	63
TAMPA BAY	82	17	55	10	44

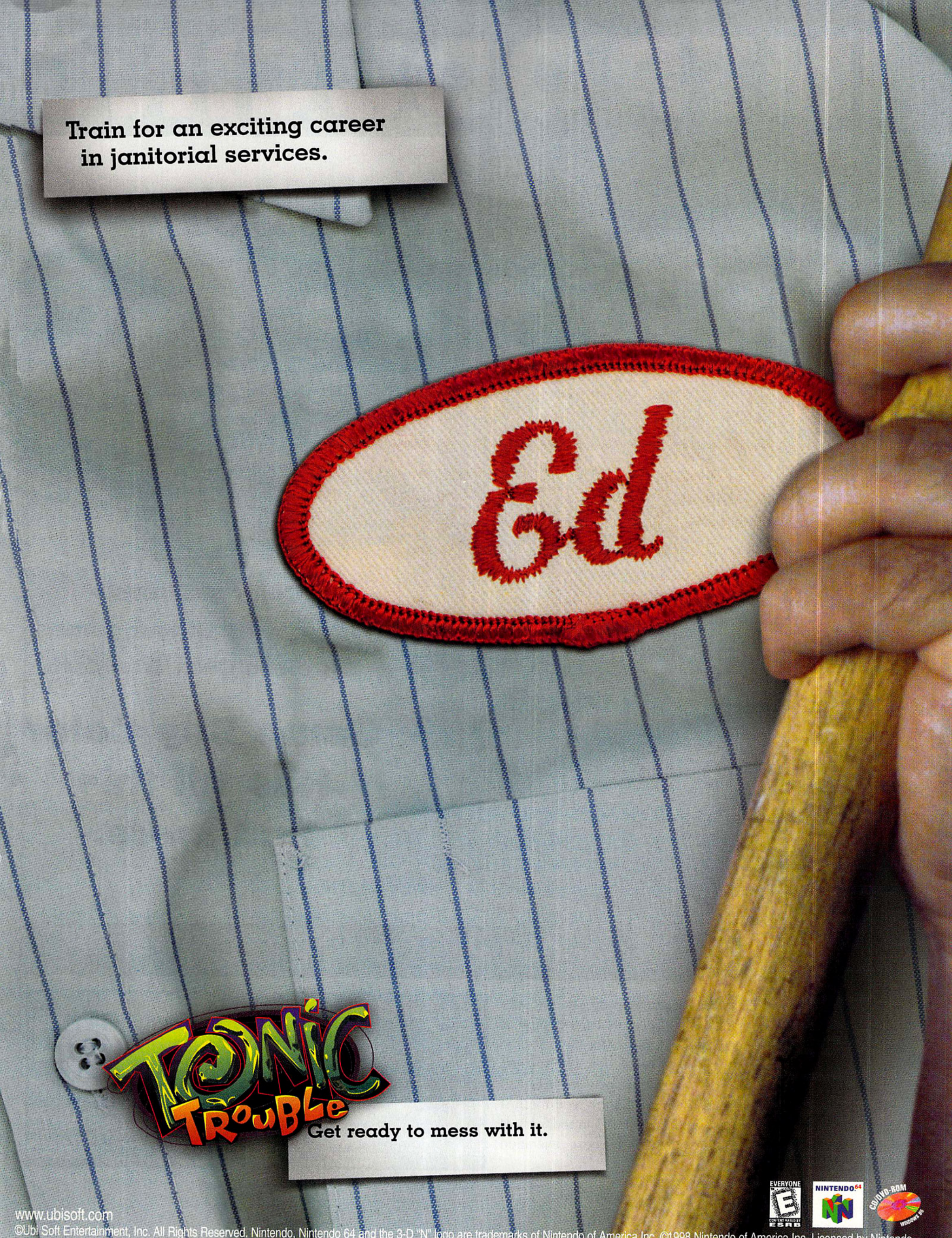
WESTERN CONFERENCE

TEAM	GAMES PLAYED	WINS	LOSSES	TIES	POINTS
DALLAS	82	49	22	11	109
DETROIT	82	44	23	15	103
ST. LOUIS	82	45	29	8	98
COLORADO	82	39	26	17	95
LOS ANGELES	82	38	33	11	87
PHOENIX	82	35	35	12	82
EDMONTON	82	35	37	10	80
SAN JOSE	82	34	38	10	78
CHICAGO	82	30	39	13	73
CALGARY	82	26	41	15	67
ANAHEIM	82	26	43	13	65
VANCOUVER	82	25	43	14	64
NASHVILLE	0	0	0	0	0

TEAM LEADERS

TEAM	POSITION	TEAM MEMBER	GAMES PLAYED	GOALS	ASSISTS	POINTS
PITTSBURGH	R	J. JAGR	77	35	67	102
COLORADO	C	P. FORSBERG	72	25	66	91
VANCOUVER	R	P. BURE	82	51	39	90
NY RANGERS	C	W. GRETZKY	82	23	67	90
PHIILADELPHIA	L	J. Le CLAIR	82	51	36	87
NY ISLANDERS	R	Z. PALFFY	82	45	42	87
CAROLINA	C	R. FRANCIS	81	25	62	87
ANAHEIM	R	T. SELANNE	73	52	34	86
BOSTON	C	J. ALLISON	81	33	50	83
LOS ANGELES	C	J. STUMPEL	77	21	58	79
WASHINGTON	R	P. BONDRA	76	52	26	78
CALGARY	R	T. FLEURY	82	27	51	78
WASHINGTON	C	A. OATES	82	18	58	76
PHILADELPHIA	L	R. BRIND ÁMOUR	82	36	38	74
TORONTO	C	M. SUNDIN	82	33	41	74
MONTREAL	R	M. RECCHI	82	32	42	74
CHICAGO	R	T. AMONTE	82	31	42	73
OTTOWA	C	A. YASHIN	82	33	39	72
DALLAS	R	B. HULL	66	27	45	72
PHILADELPHIA	C	E. LINDROS	63	30	41	71




Train for an exciting career in janitorial services.
Ed
Tonic Trouble
Get ready to mess with it.
EVERYONE
E
CONTENT RATED BY ESRB
NINTENDO 64
CD/DVD-ROM
WINDOWS 95

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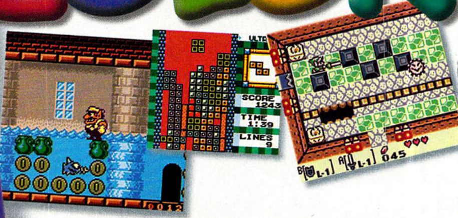
INTRODUCING

POWER
GAME BOY COLOR
Nintendo
B
A

GAME BOY® COLOR


SCORE
1243
TIME
1:39
LINES
9

Color graphics!

More speed! Bigger games!

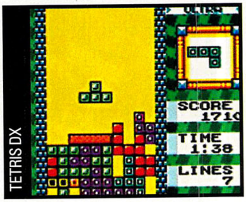
Wireless Data Transfer!

Game Boy Color Has All this and *more.*

There's a New Game Boy in Town

On November 23rd, Game Boy Color goes on sale throughout North America, bringing brilliantly colored game graphics in an affordable, efficient, handheld system for the first time ever. Nintendo Power will take you inside this sophisticated sibling of Game Boy to show you all the new features and upgraded performance specs. Then we'll show you the first generation of color games, which will be introduced at launch or shortly after. Hold on tight—or this next generation Game Boy will blow you away.

QUEST FOR CAMELOT


SCORE
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TIME
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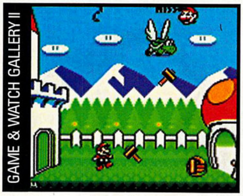
LINES
7

TETRIS DX

The Game Boy Color Makeover

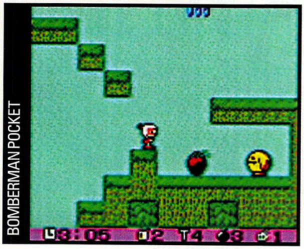

GAME & WATCH GALLERY II

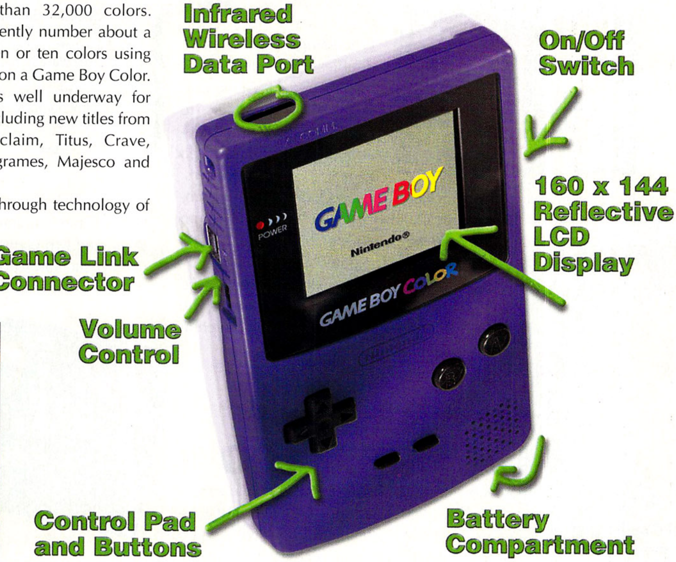
The most obvious change from Game Boy pocket to Game Boy Color is the color screen that you see when you play a Game Boy Color title, but the newest member of the Game Boy family isn't just a pretty face. The hardware has been improved in many ways, from its ability to process game data to the clarity of its screen graphics. The screen is no bigger than the Game Boy pocket's, but it can display a total of 56 colors at a time out of a total possible color palette of more than 32,000 colors. Uncolorized Game Boy titles, which currently number about a thousand worldwide, will appear in seven or ten colors using one of 12 selectable palettes when played on a Game Boy Color.

Development of new color games is well underway for dozens of publishers around the world, including new titles from Nintendo, Rare, Konami, Midway, Acclaim, Titus, Crave, Kemco, Sunsoft, Natsume, Take 2, Infogrames, Majesco and ElectroBrain.

All this is made possible by the breakthrough technology of reflective type LCD screens manufactured by Sharp. This is the first LCD screen that doesn't have to be backlit. The result is a bright, color picture that can be viewed in direct light, even outdoors! Unlike previous Game Boys, Game Boy Color doesn't have a contrast control, because the new screen is always visible as long as there is a light source. The active matrix screen also consumes very low amounts of power, so the two AA batteries will last a super-long time. In other words, Game Boy Color has the best color graphics ever seen on a handheld system.

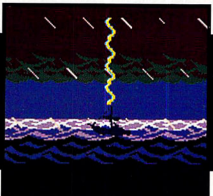
QUEST FOR CAMELOT


BOMBERMAN POCKET



Game Boy Color by the Numbers

	Game Boy Color	Game Boy
Screen Colors	**56**	**4**
Total Palette	**32,768**	**4**
CPU Speed	**2.1Mhz**	**1.05Mhz**
Work RAM	**32k bytes**	**8k bytes**
Video RAM	**16k bytes**	**8k bytes**
Serial Communications Rate	**Up to 512k bit/sec**	**8k bit/sec**
ROM Sizes	**Up to 64 Megabits**	**Up to 8 Megabits**

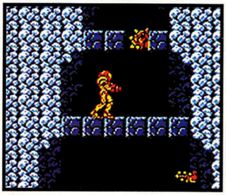

THE LEGEND OF ZELDA: LINK'S AWAKENING

Who Plays What?

Game Boy Color will be able to play any existing Game Boy title and any future Game Boy Color titles. But some Game Boy Color titles will not be compatible with older Game Boys. The following explanations of the three Game Boy Color game modes explains why this is so, but all you'll have to do in the store is look at the Game Pak box to determine if a game is supported by both Game Boy Color and Game Boy.

MONOCHROME MODE

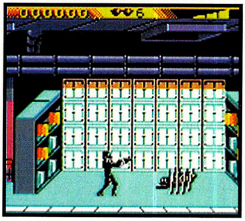
All existing Game Boy games fall into this category. These games have a graphics palettes consisting of four shades of gray, but on Game Boy Color, the palettes can be assigned colors. In Game Boy Color, these games can be reproduced in seven or ten colors depending on how many character palettes were used in the program.



All existing Game Boy titles, such as Meteriod, can be played on Game Boy Color with up to seven to ten colors.

DUAL MODE

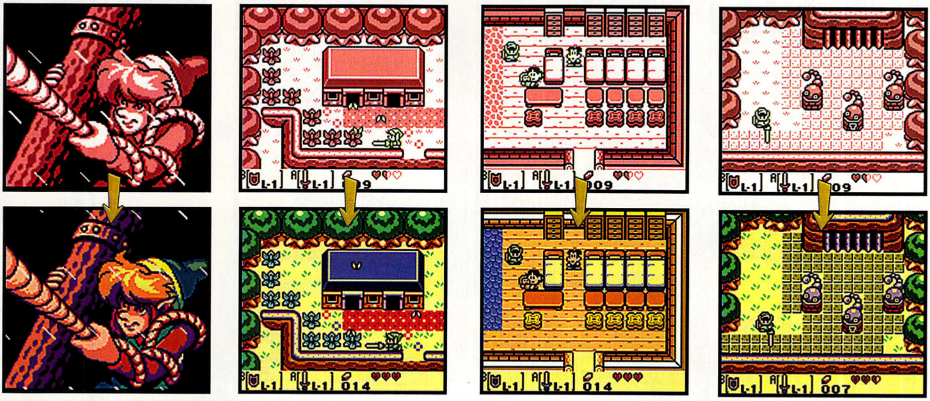
Dual mode games can run on both Game Boy and Game Boy Color. One configuration of this type of game is called the "colorized" model. Basically, it's just a regular Game Boy game that uses ten colors selected for optimum effect by the programmer. A more advanced model is the Dual-engine type game that includes two game engines in the Game Pak—one for regular Game Boy and one for Game Boy Color that uses up to 56 colors per screen. A final type of dual mode game—the adaptive model—is essentially the same for Game Boy and Game Boy Color, but special Game Boy Color features such as advanced graphics are used when the game is played on Game Boy Color.



Crave Entertainment's Men In Black, based on the cartoon, includes regular and Game Boy Color game engines in one Game Pak.

DEDICATED MODE

The final type of game will run only on Game Boy Color systems. These dedicated games will make use of Game Boy Color's new technology in ways that are critical to game play. For instance, several of the first dedicated games will be racing titles, such as San Francisco Rush, from Midway. In order to achieve fast scrolling speeds and sharp graphics, the programmers must use the enhanced processor speed in Game Boy Color. As a result of this optimization, dedicated games won't run on Game Boy or Game Boy pocket.



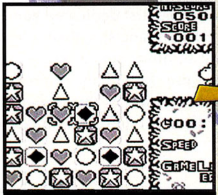
The Legend of Zelda: Link's Awakening, is receiving a full color face lift for Game Boy Color. In this comparison, we've taken shots of the original Link's Awakening using default colors, and the same scenes in the new Game Boy Color version of the game. The difference between a game with seven colors and 56 colors is clearly dramatic. At the time of this article, Link's Awakening for Game Boy Color is scheduled for release in the first quarter of 1999 along with Wario Land 2. The new version of Zelda will include a new dungeon level in addition to the full-color treament.

Game Boy Color Gallery

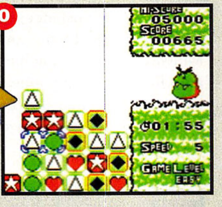
One of the best features of Game Boy Color is that it gives players the chance to play their favorite black and white Game Boy titles in color. The twelve default palettes can be selected from the Game Boy Color start-up screen. When the Game Boy Color logo appears, simply enter a controller combination listed in the chart to activate a palette. The first default palette loads automatically if you don't enter a combination. Below, we've shown several examples of games using different palettes.

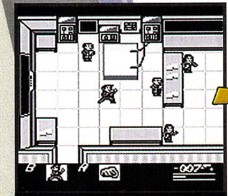
Game Boy Color Default Palettes

Button	Background	Character 1	Character 2
⓪ None	Green, Blue	Red	Red
Up	Brown	Brown	Brown
Up + A	Red	Green	Blue
③ Up + B	Dark Brown	Brown	Brown
④ Left	Blue	Red	Green
⑤ Left + A	Dark Blue	Red	Brown
Left + B	Gray	Gray	Gray
⑦ Down	Yellow, Red, Blue	Y, R, B	Y, R, B
⑧ Down + A	Yellow, Red	Yellow, Red	Yellow, Red
Down + B	Yellow	Blue	Green
Right	Green, Red	Green, Red	Green, Red
Right + A	Green, Blue	Red	Red
Right + B	Reverse	Reverse	Reverse

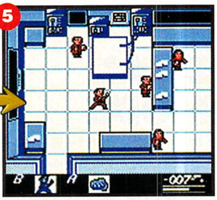

HI-SCORE
050
SCORE
001
SPEED
GAME L

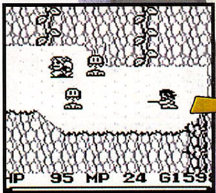
POKéMON


⓪
HI-SCORE
05000
SCORE
00665
001:55
SPEED 5
GAME LEVEL
EASY

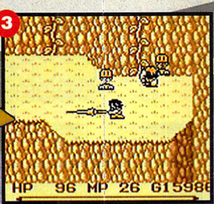


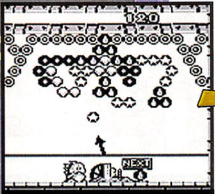
JAMES BOND 007



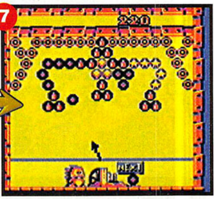

HP 95 MP 24 G159

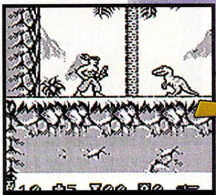
FINAL FANTASY ADVENTURE


③
HP 96 MP 26 G15988

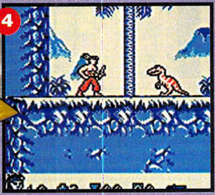


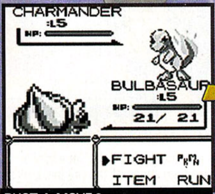
TETRIS ATTACK



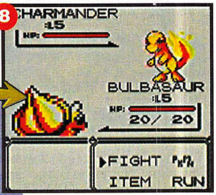


TUROK

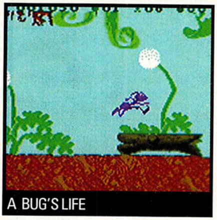



CHARMANDER
:L5
HP:
BULBASAUR
:L5
HP:
21/ 21
▶FIGHT
ITEM
RUN

BUST-A-MOVE 2

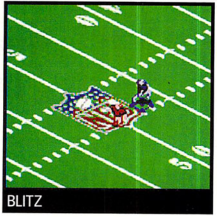

⑧
CHARMANDER
:L5
HP:
BULBASAUR
:L5
HP:
20/ 20
▶FIGHT
ITEM
RUN

Let the Games Begin

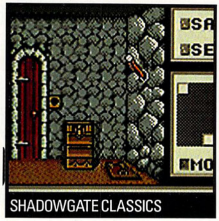


A BUG'S LIFE

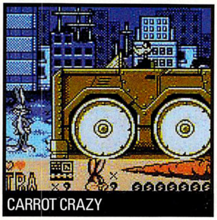
When Shakespeare wrote, "the play's the thing," he could have been talking about video games, that is if there were video games back then. But when it comes to video game systems, no truer words were ever spoken. In the case of Game Boy Color, the real test lies in the new color games that are on the way. Here, for the first time in print, Nintendo Power reveals some of the early color games. In future issues, we'll cover the hottest games in reviews and Now Playing, as always.



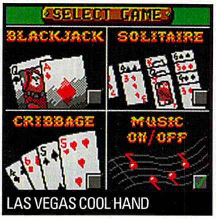
BLITZ



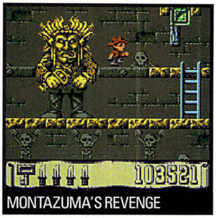
SHADOWGATE CLASSICS



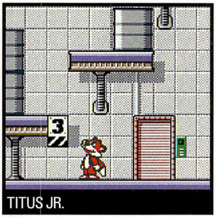
CARROT CRAZY



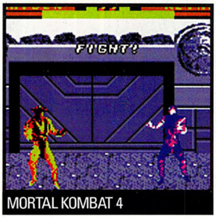
LAS VEGAS COOL HAND



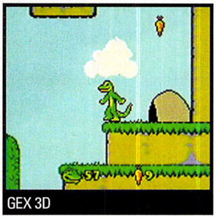
MONTAZUMA'S REVENGE



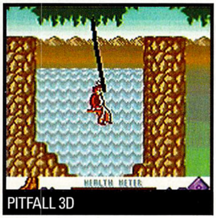
TITUS JR.



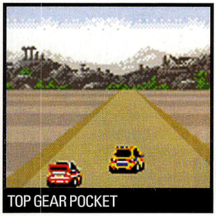
MORTAL KOMBAT 4



GEX 3D



PITFALL 3D



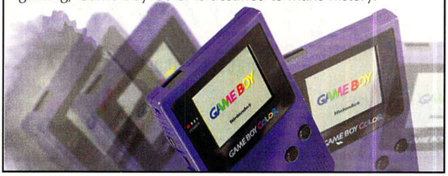
TOP GEAR POCKET

Game Boy Color Titles

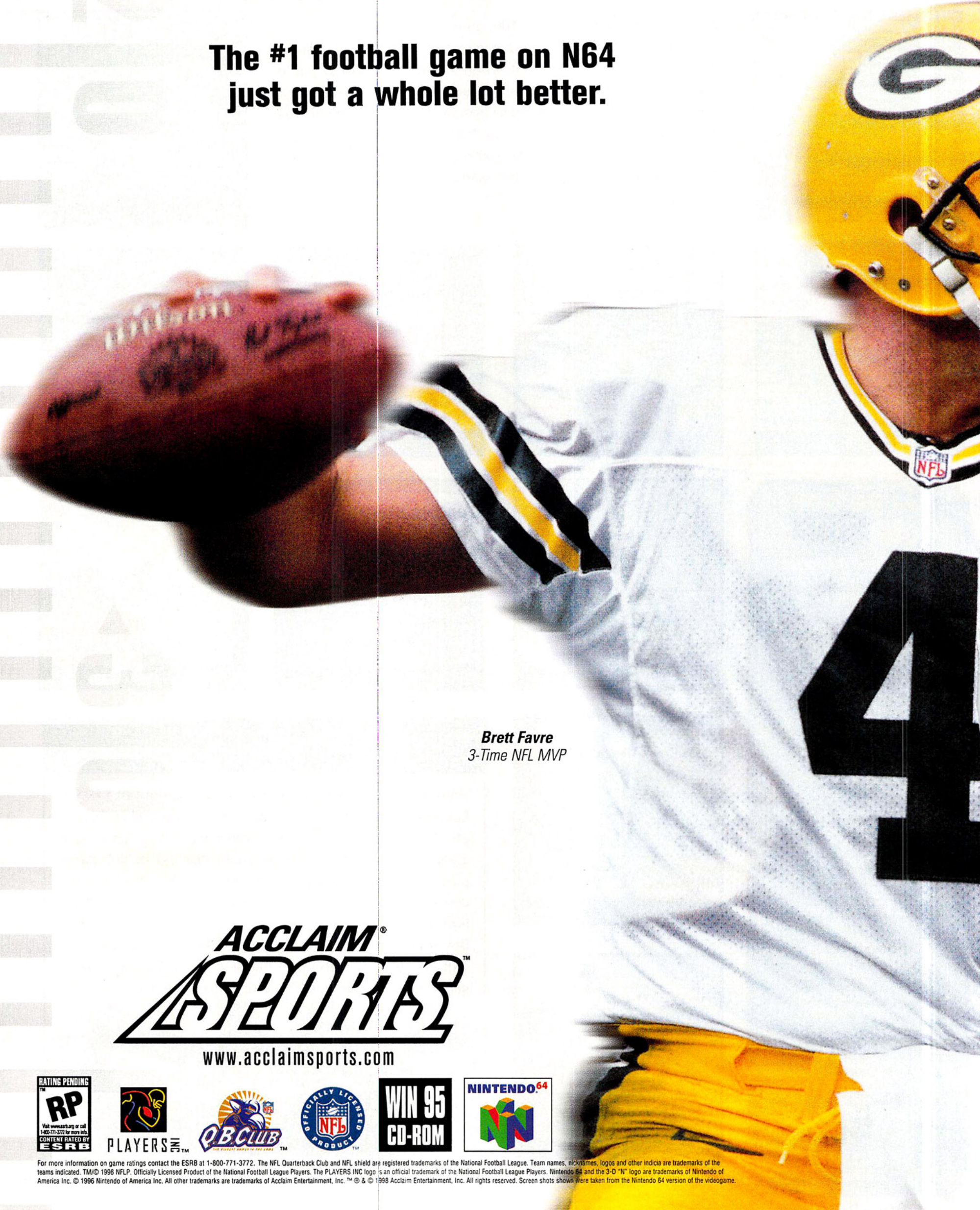
Arcade Hits: 720 Degrees
Arcade Hits: Defender/Joust
Arcade Hits: Spy Hunter/Moon Patrol
Blitz
Bomberman Pocket
Bugs Bunny Crazy Castle 3
A Bug's Life
Carrot Crazy
Conker's Pocket Tales
Déjà Vu 2
Game & Watch Gallery II
Gex 3D
Las Vegas Cool Hand
The Legend of Zelda: Link's Awakening
Looney Tunes
Men In Black
Montezuma's Return
Mortal Kombat 4
NBA In the Zone
NBA Jam '99
NHL Blades of Steel
Pitfall 3D
Power Battle
Quest for Camelot
Ratz
San Francisco Rush Extreme Racing
Shadowgate Classics
South Park
Spawn
Titus Jr.
Tetris DX
Top Gear Pocket
Turok 2
VRally
Wario Land 2
WWF

The Right Boy

With a Manufacturer's Suggested Retail Price of just $79.95, Game Boy Color turns out to be small in ways other than its physical dimensions. But in all other ways, the system is a giant. Over the past ten years, more than 60 million game players around the world have made Game Boy the most successful video game system of all time. With the added attraction of color, new titles, bigger games, a vast existing Game Boy library and the most loyal user base in the video game industry ready to step up to the next generation of portable gaming, Game Boy Color is destined to make history.



The #1 football game on N64 just got a whole lot better.



Brett Favre
3-Time NFL MVP

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NINTENDO64

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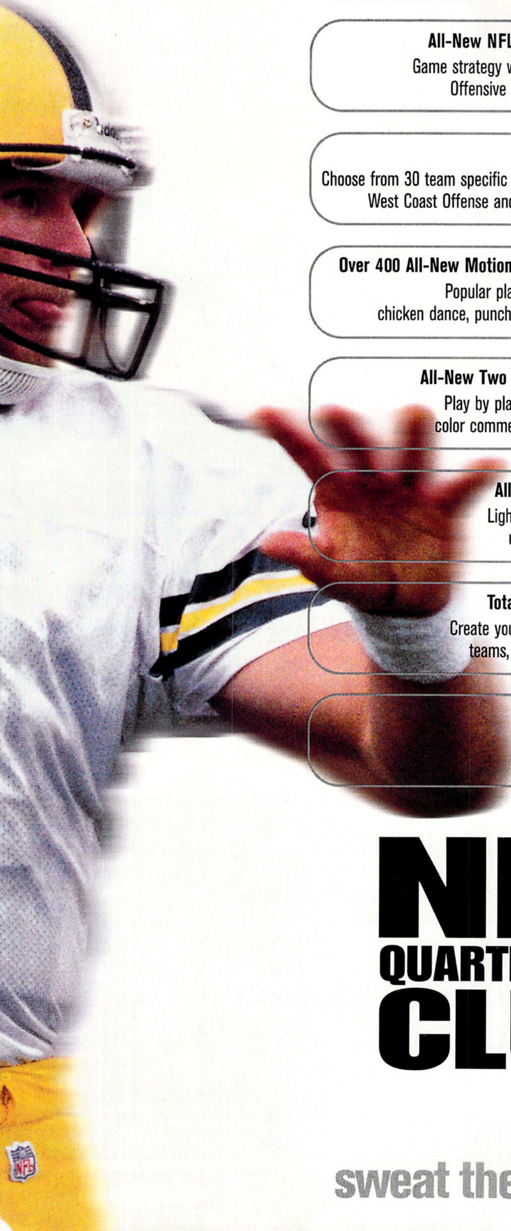
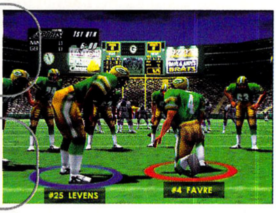


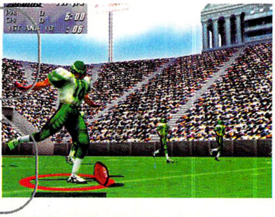
Second Generation Technology
Award-winning Hi-Rez™ graphics boasts more polygons and colors

All-New NFL Artificial Intelligence
Game strategy written by New York Jets Offensive Coordinator Charlie Weis


1ST QTR
#25 LEVENS
#4 FAVRE

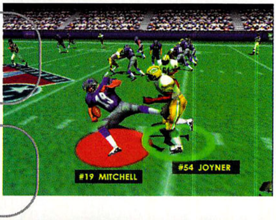
Authentic NFL Action
Choose from 30 team specific playbooks like the 49ers West Coast Offense and Steelers Ground Attack

Over 400 All-New Motion-Captured Animations
Popular player celebrations like the chicken dance, punching bag and army salute



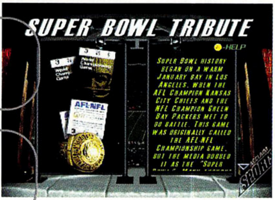
All-New Two Man Broadcast Booth
Play by play from Mike Patrick and color commentary from Randy Cross

All-New Passing System
Lightning-quick pass control using the analog joystick

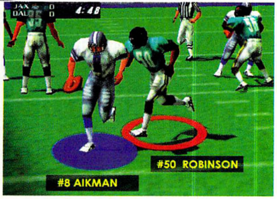

#19 MITCHELL
#54 JOYNER

Total Team Management™
Create your own players, coaches, teams, playbooks and uniforms

Turn Back the Clock
Replay key moments from all 32 Super Bowls

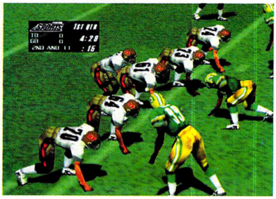

SUPER BOWL TRIBUTE
-HELP
AFL-NFL
ACCLAIM SPORTS

SUPER BOWL HISTORY BEGAN ON A WARM JANUARY DAY IN LOS ANGELES, WHEN THE AFL CHAMPION KANSAS CITY CHIEFS AND THE NFL CHAMPION GREEN BAY PACKERS MET TO DO BATTLE. THIS GAME WAS ORIGINALLY CALLED THE AFL-NFL CHAMPIONSHIP GAME, BUT THE MEDIA DUBBED IT AS THE "SUPER


JAX 0
DAL 0
4:48
#50 ROBINSON
#8 AIKMAN

NFL QUARTERBACK CLUB™ 99

sweat the details™


1ST QTR
TB 0
GB 0
4:28
2ND AND 11
:15

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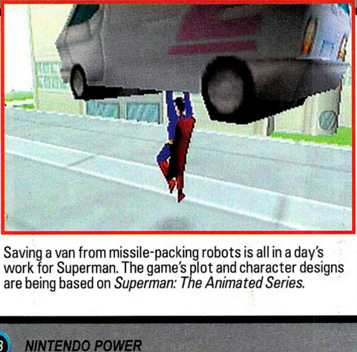
SUPERMAN and all related characters, names and indicias are trademarks of DC Comics ©1998.

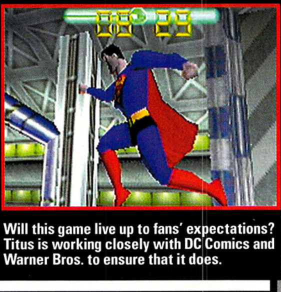
THE GAME OF STEEL

HE'S BEEN FIGHTING FOR TRUTH, JUSTICE AND THE AMERICAN WAY FOR SIX DECADES, AND SOON THE MAN OF STEEL WILL BE CONTINUING HIS NEVER-ENDING BATTLE ON THE N64, COURTESY OF TITUS. THIS FRENCH DEVELOPER IS WORKING OVERTIME TO BRING AMERICA'S BIGGEST COMIC BOOK HERO TO THREE-DIMENSIONAL LIFE, AND WHAT WE'VE SEEN SO FAR LOOKS PROMISING.



Saving a van from missile-packing robots is all in a day's work for Superman. The game's plot and character designs are being based on *Superman: The Animated Series.*

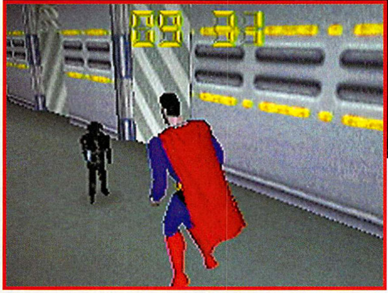
The Man of Steel. The Man of Tomorrow. The Last Son of Krypton. No matter what you call him, Superman is one of the most recognized characters in the world. He's been featured in everything from comic books to major motion pictures, and he'll soon star in his first-ever, 3-D video game. Based on *Superman: The Animated Series,* this action/adventure title is being produced under the watchful eyes of DC Comics and Warner Bros. to ensure that it will be both accurate and entertaining. We set out to see if an early version of the game could leap over our expectations in a single bound.

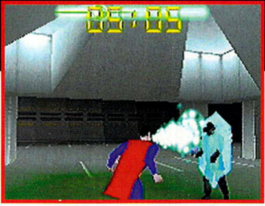


Will this game live up to fans' expectations? Titus is working closely with DC Comics and Warner Bros. to ensure that it does.

MAN AND SUPERMAN

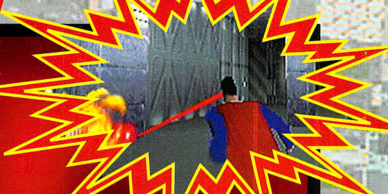
Translating a comic book into a video game is very difficult; Superman, Batman, Spawn and others have been down this road before, with mixed results at best. Comic characters have often been plugged into generic action games with little regard for what made them special and exciting in the first place. In Superman's case, that means being able to use his vast array of superpowers. In the version we played, we used every one of Superman's classic powers, from flight to heat vision to supercold breath. What was even more exciting was that we could use the powers intelligently to solve problems and further the game's plot, and not just beat on bad guys.

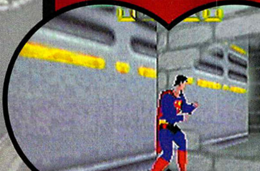

The action was presented in a third-person perspective, like Banjo-Kazooie or Super Mario 64. Game control was generally OK, but our view was sometimes blocked by Superman's body.

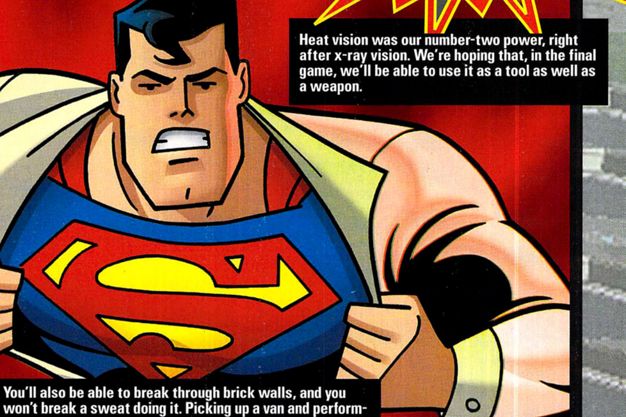

Having all these powers at our command really gave us a sense of what it would be like to be the Man of Steel.

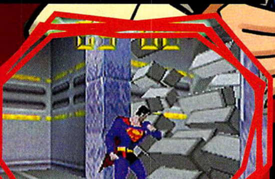
THE EYES HAVE IT

Superman's vision powers were our faves, alongside that old standby, superstrength. We used superspeed quite a bit, too, but it was often awkward to control. In fact, just walking around was much tougher than flying, but we expect that those controls will be tweaked and tucked before the game is released.


Heat vision was our number-two power, right after x-ray vision. We're hoping that, in the final game, we'll be able to use it as a tool as well as a weapon.

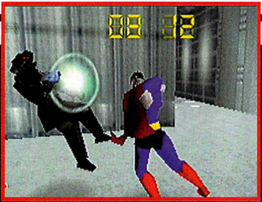

Admit it: when those $1.95 "x-ray glasses" you bought didn't work, you were *crushed*. In this game, you'll be able to see through brick walls, but not through people's (lead-lined?) clothes.



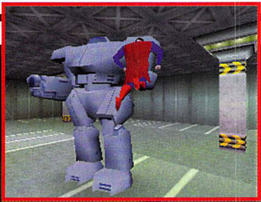

You'll also be able to break through brick walls, and you won't break a sweat doing it. Picking up a van and performing other feats of superstrength will be child's play for your solar-powered physique.

FRIENDS AND FOES

Two-bit thugs wouldn't rate two seconds of Superman's time, so Titus is making sure that the villains will be worthy of a truly superhero. Brought together by Lex Luthor, the cast of nefarious no-goodniks will include Brainiac, Metallo, the Parasite and two other survivors of Krypton, Jax-Ur and Mala. Even Luthor's army of robotic Shadow Walkers will be armed with kryptonite bullets, making them a legitimate threat. On the flip side, the characters in Superman's corner will include Jimmy Olsen, Perry White and, of course, Clark Kent's professional rival and sometime romantic interest, Lois Lane.



The Shadow Walkers had powerful weapons but were easily destroyed.



This LexoSkel 5000 battle droid promises to be much tougher.

LOIS LANE

In the comics, she and Clark were married some time ago. In the animated series on which this game is based, Lois has no clue about Superman's secret identity. She's more Clark's rival than his love interest, but that could change.

BRAINIAC

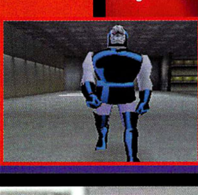
Brainiac once served Krypton's ruling council, but it betrayed its masters and fled before the planet exploded. Now this living computer seeks to capture and "preserve" all things Kryptonian, including Superman himself!

PARASITE

An experiment gone horribly wrong turned janitor Rudy Jones into the power-hungry Parasite. The Parasite can absorb all of Superman's powers and use them against him.

DARKSEID

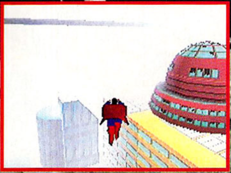
Ruler of the planet Apokolips, the dreaded Darkseid is one of the most powerful beings in the universe. His Omega Effect gives him godlike control over matter and energy.

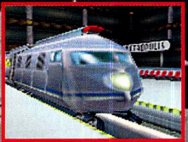


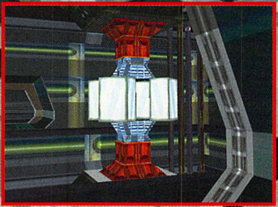
SUPERSIZE IT

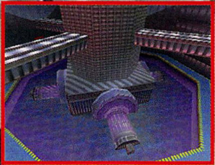
Only the first two stages were complete in our preview version of the game, but they left us with a favorable first impression of both the size of the environments and the design of the missions. The first stage placed us high above a two-mile-square section of Metropolis. We got such a big kick out of swooping and soaring effortlessly among the skyscrapers, we almost forgot about looking for the terrorists that were threatening the city. The second stage put us in a huge underground garage, where we promptly got lost. It took a bit of super-thinking before we were able to defuse the hostage situation before the timer ran out.

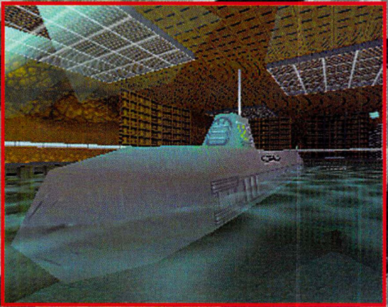
We were also able to view the game's remaining six stages, though without any enemies, items or objectives in place. They ranged from the inside of the LexCorp Tower to Brainiac's huge, Kryptonian spaceship. If the mission objectives end up being as exciting as the stages are large, Titus may very well have a winner.


The fog was a bit closer than we would have liked, but the flying was definitely fun.

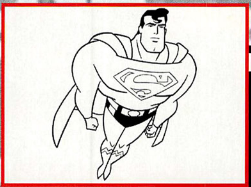

Most of the action will take place in, around and above Metropolis.

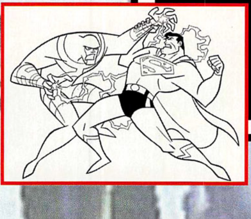

Every indoor area was large and well thought out, with detailed textures on most of the surfaces.


There will be two outdoor stages and six indoor stages in the final version of the game.


You'll see all sorts of different environments, from an underground submarine base to the secret labs in LexCorp Tower to the winding corridors of Brainiac's spaceship.

THE COMIC CONNECTION





To emphasize the connection to its paper-and-ink roots, Superman will be packaged with an exclusive, full-color comic book. We were able to obtain some of the early, uncolored art to show you. Written by Joey Cavalieri and drawn by Superman veterans Joe Staton and Mike DeCarlo, the comic will serve as a "prequel" to the game, setting the stage for the action to come.

As we said, past Superman games have had a difficult time capturing the true spirit of the character. This game seems like it could reverse that trend. Titus has stated that Superman will be released by the end of the year, but we think that first quarter is a likelier target. We'll be keeping our eyes on Superman as it develops, and we'll let you know whether we think it's going to fly.

extreme-G™
XG2™
PC CD-ROM
EVERYONE
E
CONTENT RATED BY ESRB
2nd
476

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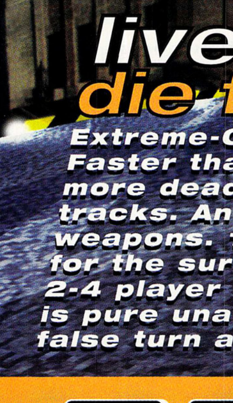

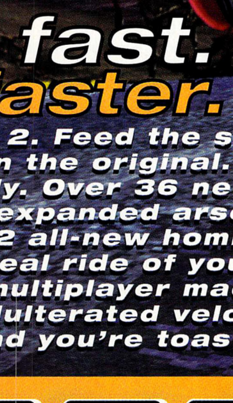

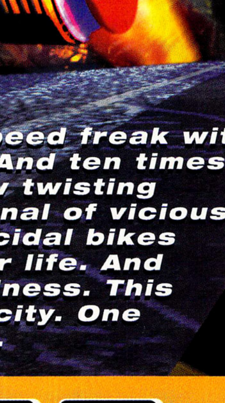

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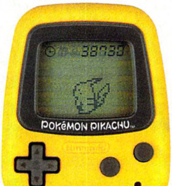
STRATEGY A

"Mom, could we please go to Sears. They're having a big sale on lots of cool Nintendo® stuff!"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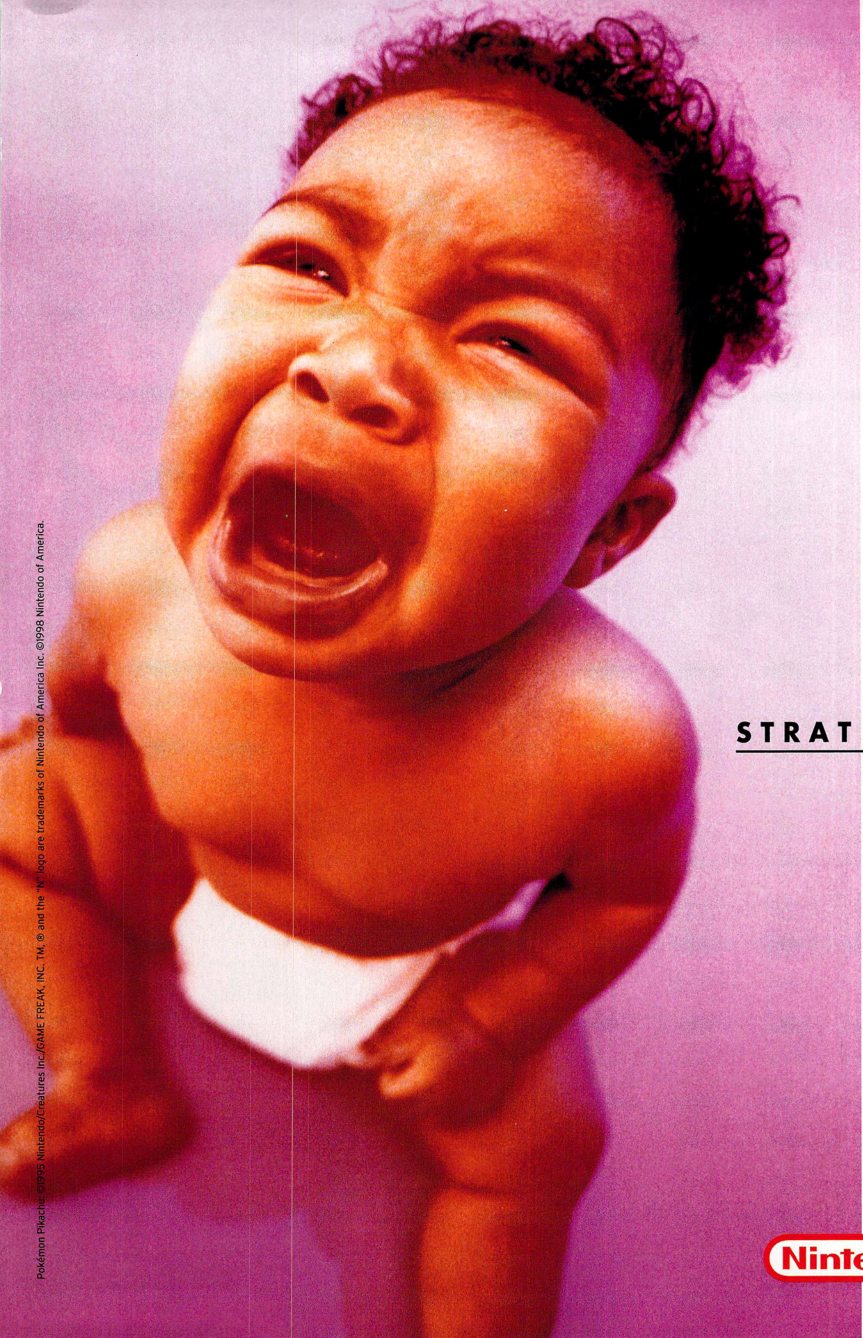
STRATEGY B
Nintendo®

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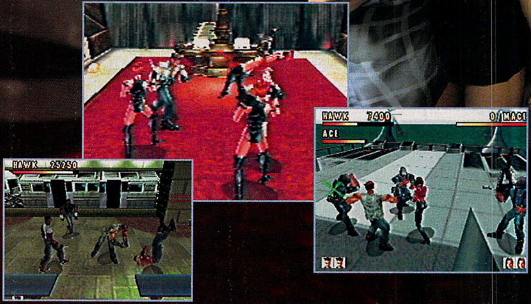
Are you ready to rumble? EIDOS and CORE offer a 3-D brawler with four unique characters ready for mass destruction in 25 action-packed stages. Best of all, two players can battle as a team against the evil Dr. Zeng and his minions. This could be the co-op fighting game you've been waiting for.

FIGHTING FORCE™



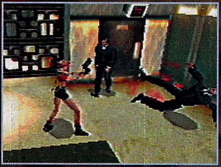
APOCALYPSE WHEN?

The 21st century has just begun, and the apocalypse the insane Dr. Zeng has anxiously awaited never happened. Now, the evil doctor, equipped with biological warfare and a crew of brainwashed followers, is determined to make Armageddon a reality. The fate of the world lies in the hands of four brave warriors who must put an end to Dr. Zeng.

TAKIN' IT TO THE STREETS

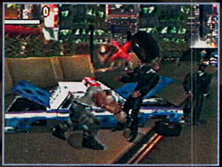
You'll need more than strong fists and quick feet to survive the attacks of Zeng's swarming thugs—you'll also need some ammunition. Use loose objects, such as knives or broken bottles, as deadly weapons. Be sure to bash every object in sight, including boxes and cars, because they contain secret guns and health boosts to help you stay alive.

ARMED AND DANGEROUS



There's nothing like good, old-fashioned artillery. Handguns are easy to find, but bazookas can wipe out an entire cluster, if you're lucky enough to pick one up.

COLLATERAL DAMAGE

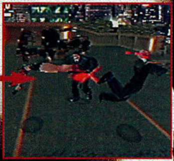


Nobody ever said saving the world was a clean job. Smash everything in sight, especially abandoned cars. You can even pick up the old tires and hurl them at bad guys.

ALANA

She may not be the strongest, but Alana is swift enough to run away from sticky situations. With her devastating double-barreled chest kick, she'll send a thug flying. When surrounded, she can deliver a destructive handstand whirlwind kick, but using it will zap her energy.

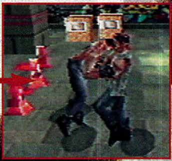
A+Z	Helicopter Handstand
B+Z	Scissor Jump
↓ A	Jump & Pummel
↓ B	Super Uppercut
↓↓	Back Slam
↓←	Double-Barreled Chest Kick



HAWK

Well-rounded Hawk is quick on his feet and packs a powerful punch. His wicked 360° spin kick can take down several enemies at once but requires a great deal of energy. If you're looking for a steady brawler with a little bit of everything, Hawk's your man.

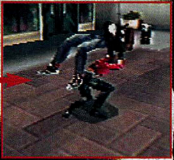
A+Z	360° Spin Kick
B+Z	Knee Blast
↓ A	Head Butt Setup
↓ B	Vicious Knee Combo
↓↓	Shoulder Throw
↓←	Suplex



MACE

Mace is similar to Alana, with lots of speed but not as much strength as her male counterparts. Nonetheless, Mace can slam one enemy to the ground with her powerful grab-and-flip move or knock down several with her long slide kick. But how does she avoid rug burns?

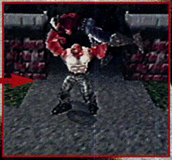
A+Z	Leg Sweep
B+Z	Double Scissor Kick
↓ A	Dope Slap x3
↓ B	Big Knee/Face Slam
↓↓	Grab 'n' Flip
↓←	Leg Throw/Face Slam



SMASHER

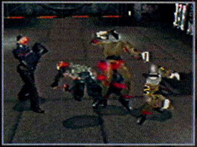
Smasher is so strong, he can tear an engine out of a car and launch it at the bad guys. He can also slam his fists on the ground, creating a forceful earthquake that will flatten nearby enemies. Smasher does have one weakness—his slow feet, which limit his mobility.

A+Z	Ground Pound
B+Z	Knee Finish
↓ A	Headlock Smash
↓ B	Haymaker
↓↓	Ragdoll Toss
↓←	Pick Up

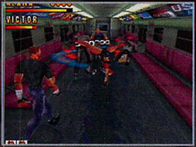


ONE IS THE LONELIEST NUMBER

SURVIVING SOLO

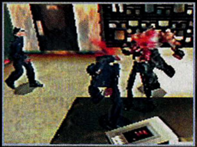


If you're playing solo, use a running slide or a leaping dive to knock down multiple enemies at once. Wait for your aggressors to approach before charging them again.

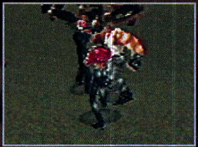


When surrounded, press Z and A to give yourself some breathing room. You'll earn bonus points if you take down several enemies at once, but you'll lose energy too with this move.

TAG TEAM TACTICS



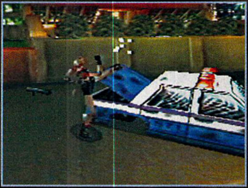
When playing with a teammate, you'll have to control your attacks. You and your partner must avoid hitting each other, or the two of you will do more harm than good.



Work together by having one player hold an enemy while the other deals the devastating blows. This strategy will come in handy when facing each level's final boss.

DR. ZENG'S OFFICE TOWER

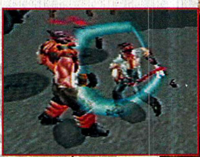
Storming into Zeng's office won't be easy. After fighting through the lobby, kick down the walls to move on. In the lift, rip the metal bars off the walls or break the glass fire case and pick up the axe. This level requires stamina, so break open the cola machines and drink the soda for extra energy.



The first order of business here is to smash the police car and recover the bazooka. Once that's done, you can blast open the gates and take out several enemies at one time.

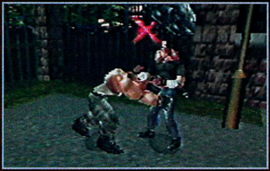
HIGH STREET LOWDOWN

The High Street Boss isn't so deadly without his axe. Pull a swift slide kick and quickly grab the axe. Knock him down and keep swinging the axe as he recovers. If your timing is right, he won't be able to fight back.



THE PARK

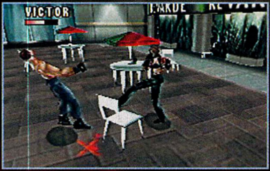
The park is a wide-open space without many obstacles to overcome or weapons to pick up. Run away from foes, then charge them with a leaping dive or a sliding kick. The drinking fountains offer some extra energy.



Hawk and Smasher are best suited for the park because they can pick up and hoist large rocks at a cluster of enemies. Stay alert, because the bad guys will use the rocks too!

THE MALL

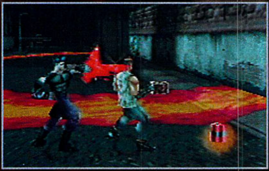
The mall is the place to go if you need to release some aggression. Shatter department store windows, destroy hot dog stands and even smash a brand new showroom car. Use empty bottles and metal garbage cans against thugs.



The chairs in the mall slide across the floor. Position yourself behind a chair and kick it toward an enemy to knock him down. The tables, on the other hand, won't budge.

THE BRONX

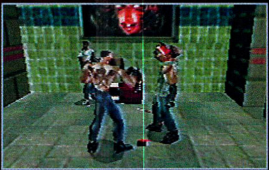
If you liked using the bazooka in the first scene, head to the Bronx. After the bus explodes, tackle the first enemy and grab his bazooka. Large oil cans and pieces of scrap metal are also available to hoist at foes.



As you cross under the bridge, a torrent of grenades will fall from above. The flashing numbers signal how soon the grenade will explode. Scoot past the bridge before the blast hits you.

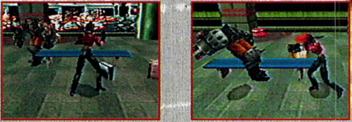
SUBWAY STATION AND TRAIN

While you fought his goons, Zeng made a fast escape. You'll need some transportation to catch up. Surprisingly, you can't leap over the subway turnstiles, so you'll have to bash the token machine. Each time a train pulls into the station, a new group of cronies arrives.



Amid all this fighting, who wouldn't get a little thirsty? Smash the coke machine and drink the cans for quick health boosts. You'll need stores of energy for special moves.

SHELLING EXO

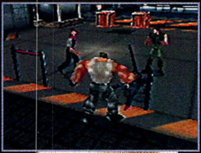


Exo may look threatening, but you're better equipped than you think. Block Exo's path by standing behind one of the benches while pummeling him with flying objects. Pieces of luggage are abundant and make good missiles.

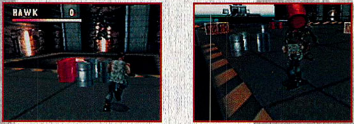
THE NAVAL BASE

If you'd like a challenge, head for the naval base. Vulkan is one of the most difficult enemies in the game, and there aren't many hiding places or weapons to help you. Destroy the crates for energy—you'll need it.

Batter up! Tear off the metal railings in the naval base and use them as clubs to swat your enemies. Dispose of everyone quickly and conserve your energy for the showdown with Vulkan.



BARRELS O' FUN

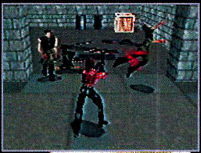


Vulkan is the toughest creature in the game. He keeps you at bay by stinging you with an electric shock if you invade his space, and he can shoot you from far away. Your best bet is to lure him toward you and pound him with barrels.

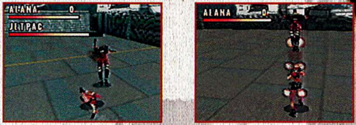
THE AIR BASE

The air base is more fun, and easier, than the naval base. After you break down the gates, explore the area and collect grenades. Don't waste your strength trying to destroy the large truck if you're working alone.

When you enter the base, go right and into the restricted area. Open the crates to find guns and grenades. To use a grenade, draw enemies near, drop the bomb, wait a few seconds, then run!



JETPAC JET LAG

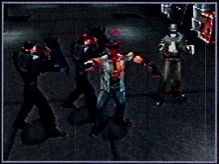


Vulkan makes Jetpac look easy. Use the open field to charge her and knock her down. Deliver a flurry of kicks and punches without giving her the opportunity to strike you. Jetpac will block some moves, but she'll go down in no time.

THE ISLAND LAB

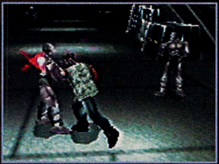
Finally, you'll find Zeng in his secret hideout. There, you'll face his toughest allies—shock troops and cryogenic monsters—before you can take on the evil doctor himself. Your survival will depend heavily on your strategy. Destroy Zeng's computer equipment for good measure.

SHOCK TROOPS



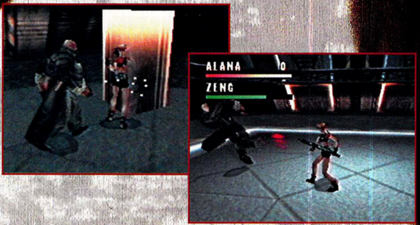
Skilled at blocking attacks and dealing electric shocks, the shock troops are smarter than the rest of Zeng's crew. Turn around and surprise them with backward blows.

SEND IN THE CLONES



Stay focused! Each time you hit a cryogenic monster, he'll slowly replenish his energy. The only way to finish cryos is to concentrate on one at a time.

TAKE THE ZING OUT OF ZENG



Evil Dr. Zeng isn't as scary without his goons, but he is a sharp fighter, so don't try to beat him to the punch. Take advantage of the weapons in the crates. If you run out of ammo, charge Zeng with a leaping tackle or a sliding kick. If you keep up the fight, he'll go down kicking.

IN THE YEAR 3000, THERE

Rocket boosters and treacherous heat-seeking missiles make this flying fox virtually unavoidable and unflappable.

A sheep-herding K-9 on wheels whose Fido firepower is worse than his bite.

You can't get over this hump, full of explosives and ready to blow.

Packs nuclear power in his pouch and in his punch.

EVERYONE
E
CONTENT RATED BY ESRB

TAKE 2 INTERACTIVE SOFTWARE

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ARE NO PETTING ZOOS.

NINTENDO 64

A rocket-sneezing, snow-squeezing polar bear who dumps dangerous icicle mines in front of unsuspecting foes.

A high-speed husky on skis who hates penguins and often flips his wig.

Full of lightning-fast mayhem and deadly cruise missiles, he's no angel.

A deviously shy tortoise who comes out of his armor-plated shell to wreak serious havoc.

SPACE STATION
SILICON
VALLEY

Silicon Valley, a space station used to harbor cutting-edge technology, has disappeared. Now, in the year 3000, it's on a collision course with Earth. You must not only think like the wacked-out beings who inhabit its incredibly lavish environments, you must become them. Only then will you be able to unlock the mysteries of the Valley and save our planet. Whatever you do, do not attempt to feed the animals.

ON YOUR MARK...GET SET...BLAST OFF! PLUG IN YOUR RUMBLE PAK, BUCKLE UP AND HOLD ON AS PSYGNOSIS' HIGH-TECH RACING HIT SCREAMS ONTO THE N64.

WIPEOUT 64™

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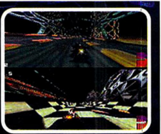
WIPEOUT AT WARP SPEED

The latest installment of this futuristic racer is finally here. It includes six new gut-wrenching tracks, four cutting-edge ships, dazzling graphics, a booming techno soundtrack, super-fast game play, four-player split-screen action an arsenal packed with mind-blowing weapons. Not only does Wipeout 64 live up to the Wipeout tradition, it may just be the best Wipeout yet!

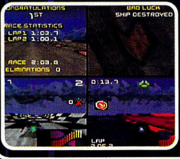
:00.0
15 OF 15
LAP RECORD
0:55.5

MODES

Hone your anti-grav racing skills in three game modes. Dominate your opponents in a single Race, make every nanosecond count racing against the clock in a Time Trial, or push yourself and your ship to the edge with a furious, four-player, split-screen race to the finish–if you can make it that far.



Here is your chance to take on three of your friends in a brutal split-screen battle where it takes razor-edge precision just to finish.


CONGRATULATIONS
1ST
RACE STATISTICS
LAP1 1:03.7
LAP2 1:00.1
RACE 2:03.8
ELIMINATIONS 0
BAD LUCK
SHIP DESTROYED
2
0:13.7
LAP

MULTI PLAYER
FINAL STANDINGS
P 1
P 3
P 2
CONTINUE

CHALLENGES

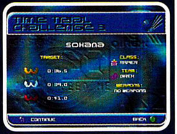
After you've mastered the fine points of anti-grav racing, you'll be ready for the challenge of, well, challenges. Here you'll attempt to fulfill six prescribed missions in one of three ferocious arenas.

RACE All you and your assigned ship have to do is place in the top three. With 14 other racers trying to out-drive and out-gun you in this no-holds-barred race, coming out on top is harder than it sounds. Each of the six challenges is tougher than the last, but if you pass all six, you'll be well rewarded.

TIME TRIAL This is as pure as racing gets. It's just you, your machine and the merciless clock. In Time Trial, the only thing that separates the winners from the losers is a few hundredths of a second. Come in first, second or third, and you'll move on to the next challenge. If you don't, the alternative isn't pretty.

WEAPON It's survival of the fittest at a couple of hundred miles per hour. Weapon arena is where skills and fighting skills come together. The goal here is simple: eliminate as many of your opponents as you can. Just don't let your guard down, because they're trying to do the same thing to you.

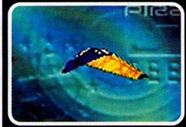
0:11.0
3 OF 15
LAP TIMES
1:21.7
12.5


TIME TRIAL
CHALLENGE 3
SOKANA
TARGET:
0:36.5
0:39.0
0:41.0
CLASS:
TEAM:
WEAPONS:
NO WEAPONS
CONTINUE
BACK

0:00.0
11 OF
LAP RECORD
0:48.6
SILVER TARGET
DESTROY 5
LAP TIMES
1 1:10.7
2 0:39.2

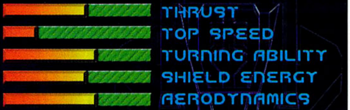
ANTI-GRAVITY LEAGUES

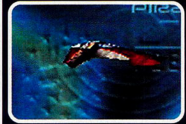
You will begin with four different ships, each is sponsored by a huge, international corporation. The companies' attributes are reflected in each company's racer. To be the best, you'll have to master all four. If you do, you may earn a fifth vessel.



FEISAR

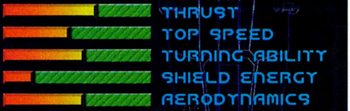
This is the perfect ship to cut your anti-grav racing teeth on. More experienced racers may feel limited by the low top speed.





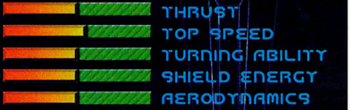
AG SYSTEMS

If you don't mind whiplash, the explosive racer from AG Systems is for you. Just be careful of those weak shields.



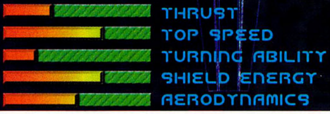
AURICOM

Auricom's ship is an all-around racer. It performs well overall but falls off a bit when more specialized tasks are required.



DIREX

With heavy shields and blinding speed, this one was built for straightaways. You'll need your air brake on tight turns.



WEAPONS

AUTOPILOT

The autopilot is perfect for negotiating tight corners, but if you use it too much, you'll risk missing important power-ups. Learn to dump it in the straightaways by pressing the bottom C Button.

EXTENDED TIME

ELECTRO BOLTS

Use Electro Bolts against opponents to slash their speed and shield power. Bolted racers are susceptible to weapon damage, so follow an Electro Bolt with another weapon or a nice, firm nudge.

CHECK
0:44.0
LAP RECORD
0:55.5
LAP TIMES

FLASH BOMBS

These big blasters affect all the opponents on the screen. In addition to costing them valuable shield energy, Flash Bombs can slow them down enough to send you flying by, adding insult to injury.

0:07.0
LAP RECORD
0:55.5
LAP TIMES
1 0:47.8

MINES

Lay these little devils down to discourage persistent tailgaters—just remember where you drop them so you can avoid the humiliation of blowing yourself to the other side of the galaxy.

CHECK
0:31.0
LAP RECORD
0:55.5
LAP TIMES
1 0:21.2

MISSILES

These simple, but highly effective, heat-seekers are self-targeting, and they can follow opponents around a corner. Be sure to get a visual lock before you send one up an opponent's tailpipe.

QUAKE

The Quake is a real visual treat. This monster weapon unleashes a tsunami-sized wave that ripples down the track in front of you, sending opponents flying and rocking the very foundation of anti-grav racing.

THREE SHOT

Just like the name implies, Three Shot sends three energy blasts racing ahead of you. Although the shots can't turn corners, they do go over hills. With practice, you can learn to use them on multiple targets.

SPEED BOOST

This instantaneous shortcut to maximum speed is similar to the Speed Boost Pads on the track, but it's even more powerful. Don't use it before a tight corner unless you want to test your ship's airbags.

THE TRACKS

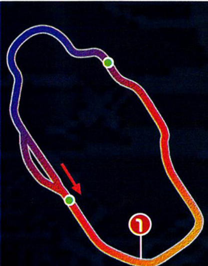
TRACK SELECT
KLIES BRIDGE
QORON IV
SOKANA
DYRONESS
MACHAON II
TERAFUMOS
VELOCITAR
SELECT
BACK

Psygnosis upgraded the tracks for the N64, keeping the look and feel of earlier Wipeout courses, but improving the speed and overall quality of the graphics. Each track requires a different set of racing skills, each is equally impressive. Among white-knuckle turns, rolling hills, breathtaking backgrounds and monster jumps that leave your stomach somewhere in the back of your throat, Wipeout 64 more than delivers when it comes to spectacular racing environments.

WIPEOUT STRATEGIES

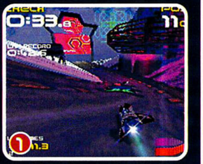
1. At the starting line, hold your throttle at about 2/3 of full, then hit it when the light turns green for a turbo boost.
2. Learn to use your air brakes early on. You will definitely need them later.
3. Never let go of the thrust, or you'll lose valuable speed.
4. Wait until you are very close to an opponent before firing your weapons.
5. Use the pit parallel to the checkered starting line when your shields are running low.
6. Listen to your onboard computer. It will warn you when you are approaching mines or when a weapon has been fired at you.
7. Avoid rear-ending opponents, or you will lose speed and shield power.
8. Try to hit all of the blue Speed Boost Pads on the course.
9. Power-up Pads don't work immediately after someone passes over them, so avoid following opponents too closely when you need a power-up.
10. Try dumping power-ups you don't need before you pass over the next Power-up Pad.

TRACK LEGEND: 🟢 CHECKPOINT 🔴 STRATEGY

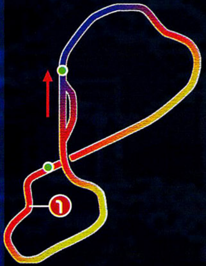


KLIES BRIDGE

Klies Bridge is the easiest track in the game, but it's no cake walk. Its wide, forgiving turns will give you a feel for the finer points of anti-grav racing. While it's possible to run this course without using the air brakes, you might as well learn to use them now. Practice your weapon aiming on the long straightaways. The Feisar ship will do well here.

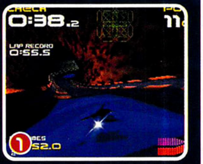


Hug the outside of this corner to catch the Speed Boost, which will rocket you to the next weapon and give you an edge over other racers.

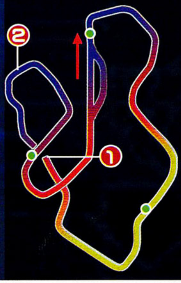


QUORON IV

Quoron IV is a great course for building up blinding speed, honing your racing style and mastering those tricky air brakes. You'll need to put your nose down and lean into the corners. There are plenty of weapon power-ups and Speed Boost Pads. Start collecting either one, then go for both when you're comfortable enough managing your weapons.

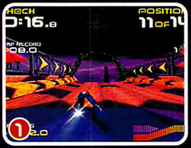


To get more bang for your buck and leave your opponents calling for a tow truck, pick up and use the power-ups in rapid succession.

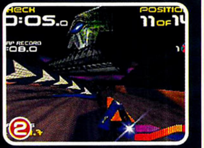


SOKANA

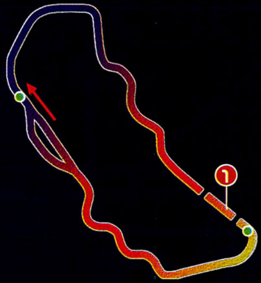
Sokana is your introduction to the jaw-clenching turns of anti-grav racing. Dig in and use the air brakes around corners without ramming into the walls. This is your first chance to jump, and you can maneuver your ship in midair to pick your landing spot. Avoid contact with your foes until you can manage to avoid the walls.



Hit this Boost Pad to send yourself rocketing over a large section of the track.



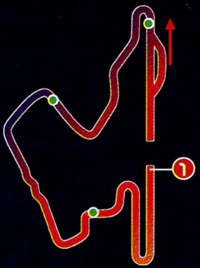
Stay right until you hit the first Boost Pad, then let it launch you to the left for another turbo kick in the tail.



DYRONESS

Aim for the centerline on the S-curves and avoid the walls. You'll want to use a quick ship to accelerate your recovery time if you do bump into a wall or two. Give your opponents a little love tap timed to launch them into the nearest wall. Save the Autopilot for taking the really tight corners. A steady hand, more than anything else, is crucial.

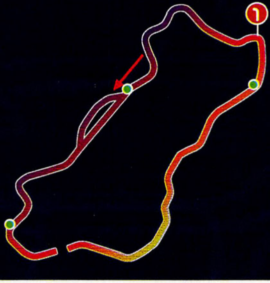
Hit the double Boost Pad on the right, then bear left for the next one. With so many walls, this track was built for speed over weaponry.



MACHAON II

This is a very long track, so a vehicle that can accelerate and build up some velocity is essential. Try to hoard weapons, but keep a close eye on your shields. Look for Super Weapons that make short work of eliminating your opponents. Be ready for the huge jump and its corresponding huge landing. You probably won't need air brakes until you're past Venom Class.

Is there a movie on this flight? Push the Control Stick forward to lower your nose and build up some much needed speed for this mammoth jump.



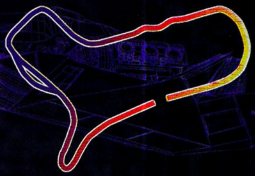
TERAFUMOS

No two ways about it—this track is tough. Handling is the key here. You'll have to use the air brakes to avoid pin-balling into the walls. Chances are you're going to bang up your ship a bit, so be sure to keep your shields full. Bump opponents in the corners, but defend against their attacks. The best advice here is just to dig in on the corners and watch the sparks fly.

We're experiencing a little turbulence. This is the toughest turn on the Terafumos track. All you can do is tap the air brakes and buckle up.

FULL SPEED AHEAD

Each time you qualify in Challenge Mode, you become one step closer to gaining access to a mystery ship called the Piranha II. This secret vessel is maxed out in every category and ready to help you shatter your previous bests. If you're fast enough, you'll also open up a hidden track called Velocitar. As the name suggests, Velocitar is going to push you to the edge. Be ready for a wild ride!



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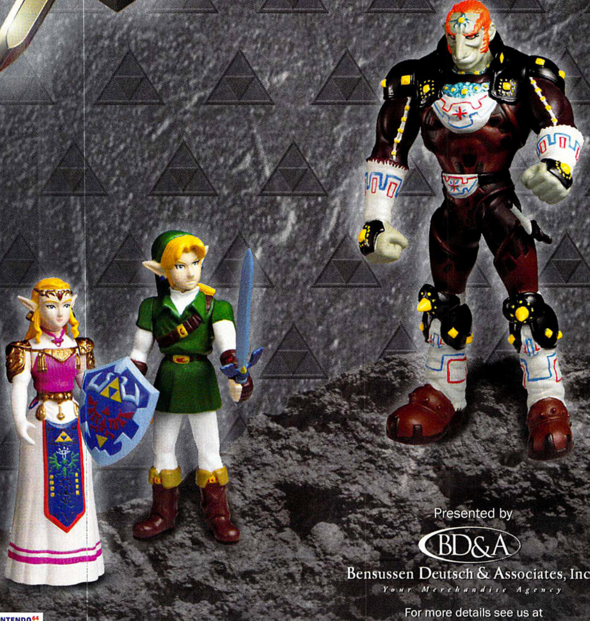

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(Action figures not shown to size or scale.)

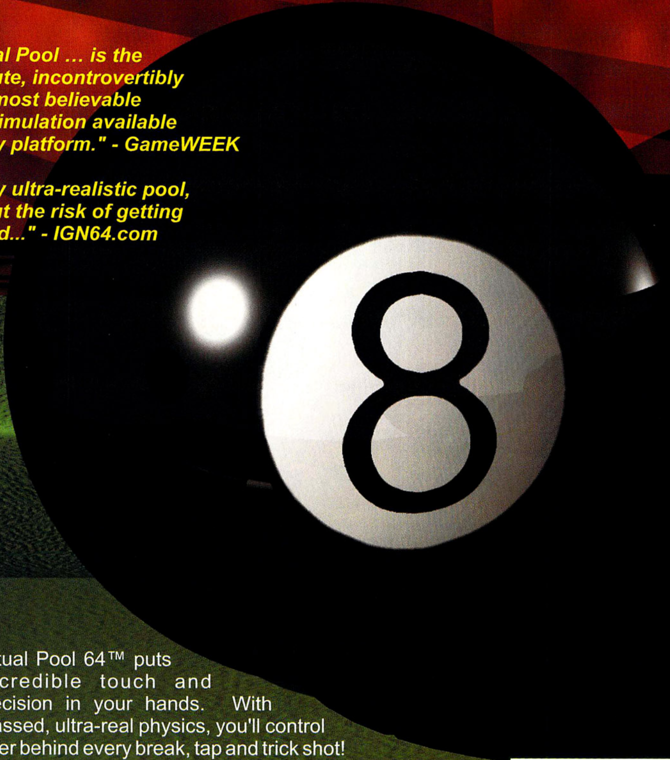
ZELDA COLLECTIBLES

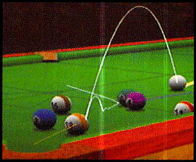
YOU'VE GOT TO HAVE A LOT OF BALLS TO PLAY A GAME THIS REAL

(SIXTEEN TO BE EXACT)

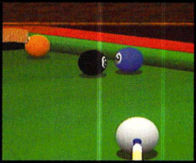
"Virtual Pool ... is the absolute, incontrovertibly best, most believable pool simulation available for any platform." - GameWEEK

"...Play ultra-realistic pool, without the risk of getting hustled..." - IGN64.com





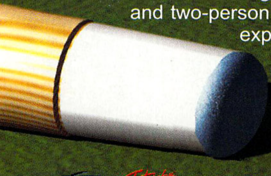
Master mind-blowing trick shots that would rival any seasoned pool shark!

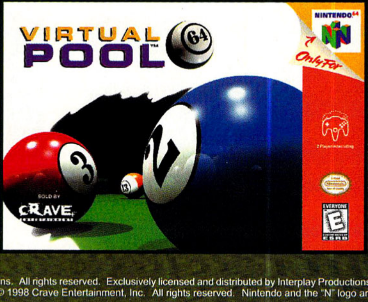


Ultra-Real Physics make VR Pool 64 as close to the real thing as it gets!

Virtual Pool 64™ puts incredible touch and precision in your hands. With unsurpassed, ultra-real physics, you'll control the power behind every break, tap and trick shot!

Best of all, with nine exciting types of pool, three levels of difficulty and two-person, multiplayer support, beginners and experts will both enjoy the challenge of Virtual Pool 64.





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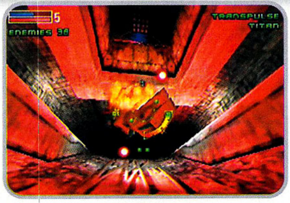
COUNSELORS' corner

FORSAKEN 64

HOW DO I COMPLETE THE SEWER LEVEL ON THE RIGHT BRANCH?

Only the most accomplished space bikers need apply for the harrowing Sewer mission. You must defeat at least 80% of the enemy vehicles to move on to the next area. If you don't rack up enough wins within the four-minute time limit, you'll be booted back to the Ship level on the middle branch of the game. To score 80%, you can leave no more than eight enemies by the end of the stage. Keep your weapons charged and never pass up a power-up!



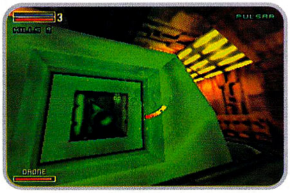
The clock is ticking, so make your shots count. New enemies often don't appear until after the last group is destroyed.

MISSION : STABILIZERS
STATUS : AVAILABLE

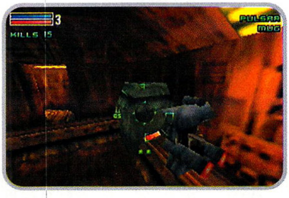
If you're skilled or lucky enough to score 80% or better, you'll move on to the Stabilizers level.

HOW DO I FREE THE DRONE FROM BEHIND THE BLOCK?

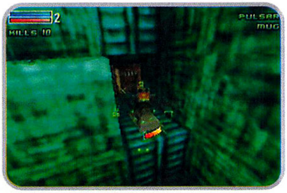
The object of the Save the Drone level on the middle branch is to safely guide a carrier drone through a maze-like bunker. You must shoot or touch the brown-colored switches to open up the track the drone is following. If you activate the third switch, the drone will go to the right and stop behind a stone block. To free it, first fly into the next room (the one with blue-colored walls) and defeat all the enemy ships and guns. There is a switch hidden behind the gun in the far, lower-left corner of the room. Shoot or touch the switch to lower the block. If you don't activate the third switch in the first place, the drone will take the left fork instead of the right fork and continue to the blue-colored room without any problems.



The trick is to avoid shooting this switch while trying to defeat the enemies swarming all around you.



If the drone does get stuck behind the block, defeat all the enemies in the area (usually four or five) before moving to the next room.

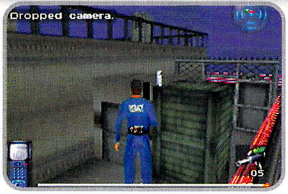


Defeat all the enemies in the room, saving this gun for last. If you activate the switch too early, the drone will roll right into a firefight!

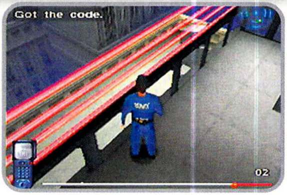
▶MISSION: IMPOSSIBLE

HOW DO I FIND THE SECURITY CODE ON THE ROOFTOP?

After you enter the security area on the roof of CIA headquarters, turn left and follow the walkway. Go through two gates to find a small building and a pile of crates sitting next to it. Jump onto the first crate and place the Camera you found earlier on top of the second crate. Run back the way you came, through the last gate and around the corner. Stay out of sight until you receive a message in the top-left corner of the screen. Retrieve the Camera to learn the code.


Dropped camera.

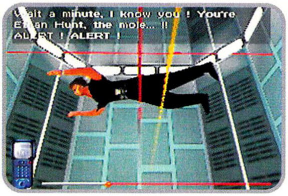
Jump on top of the first crate and place the Camera on top of the second.


Got the code.

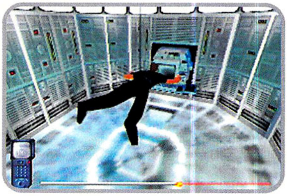
Stay out of sight. Wait for a message to appear before you make your move.

? I'M ALWAYS CAUGHT IN THE TERMINAL ROOM. HELP! ?

As you descend into the Terminal Room to download the secret NOC List, remember that the red lasers are defensive weapons and that the yellow lasers are part of the alarm system. Almost all of the yellow lasers sweep back and forth, and it's best to wait for them to pass before you descend any farther. If you do want to swing past a laser, it's easier to swing side-to-side rather than front-to-back. After you pass the last group of lasers, descend slowly until you receive a message saying you're at the perfect height. If you hear the door open, go back up past the last group of lasers and wait for the operator to leave. Once you're at the right height, swing around until your head is near the card reader to the left of the door. The computer will turn on automatically. Now swing around to the computer terminal to download the NOC List.


Wait a minute, I know you ! You're Ethan Hunt, the mole... !!
ALERT ! ALERT !

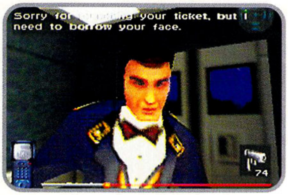
If the operator tries to open the locked door, you'll have 30 seconds before you're caught.



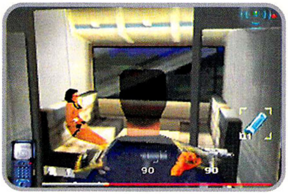
Once the NOC list is in hand, just press and hold the B Button to hoist yourself up.

? HOW DO I SLIP PAST MAX'S GUARDS? ?

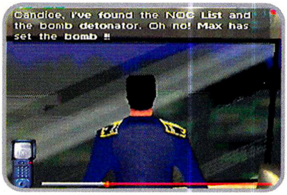
Retrieving the NOC list from Max takes nerves of steel and a little help from the Facemaker. After you block the train's exits, make your way to the end of the fifth car. Talk to the porter (the man in the blue jacket) to knock him out. Use the Facemaker to assume his identity. No matter what you look like, Max's guards will shoot you if they see you with a gun, so put it away. Now enter the sixth car and go to the last compartment to find Max. Stand outside the compartment and use a Gas Capsule to knock her out. Once Max is in dreamland, you can take both the NOC list and the Detonator.


Sorry for [illegible] your ticket, but I need to borrow your face.

After you assume the porter's identity, put your gun away and go to the sixth car.



Stand outside of Max's compartment, or the gas will knock you out, too.

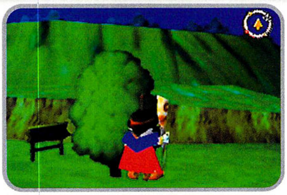

Candice, I've found the NOC List and the bomb detonator. Oh no! Max has set the bomb !!

Your next mission—should you accept it—is to defuse the bomb and catch the CIA mole.

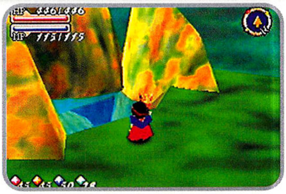
▶QUEST 64

HOW DO I ACTIVATE THE GLENCOE FOREST WARP?

Back in Volume 110, we stated that the Glencoe Forest warp takes you to Cull Hazard. In fact, it takes you to the Blue Cave. This warp becomes active once you have the Water Jewel. To find Glencoe Forest, walk south from Connor Forest and look for a trail leading to the right. You'll come to a ledge. Press against the ledge, walking back and forth as you go, to find a hidden log that leads into the ravine below. Follow the path to Glencoe Forest.



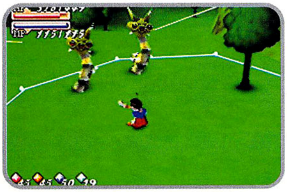
This ledge is about halfway between Connor Forest and the Dondoran Flats Inn.



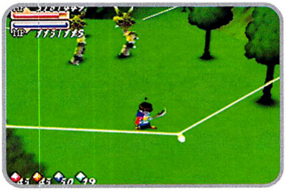
Once you're in Glencoe Forest, head south until you find a group of large, standing stones.

HOW DO I ESCAPE FROM A BATTLE?

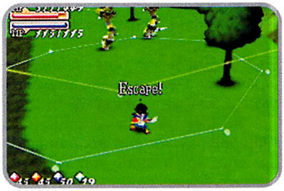
When a battle begins, you'll find yourself standing within two rings of light. The inner ring shows how far you can move in any direction during the current turn. At the beginning of each turn, the inner ring will reform with you at its center. The outer ring, which remains stationary, shows the boundaries of the battlefield. To flee from the battle, walk toward the edge of the outer ring. Once you walk beyond it, you'll escape automatically.



The inner ring shows your range of movement in the current turn.



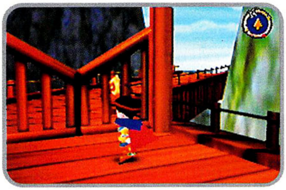
While the outer ring stays fixed in place, the inner ring moves as you move.



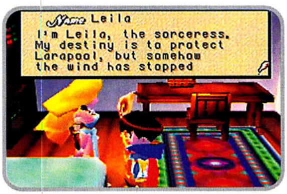
Move beyond the edge of the outer ring to escape from a battle.

WHERE IS THE BLUE CAVE?

Some adventurers lose their way after defeating Zelse, but we're here to put you back on the right track. Follow the path out of Windward Forest and head north back to Larapool. Go back to the hotel, walk upstairs and talk to Leila. Now go downstairs and out the door closest to the stairs. Enter the door to the basement to find Leila standing next to the Crystal Well. When you talk to her again, she'll lower the level of the river that runs past the town. Go back outside and follow the path to the now-dry river bed. Follow it to find the Blue Cave and the next chapter of your quest.

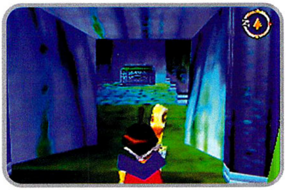


Once you defeat Zelse, the bridge that was blocked will open once more.



Name Leila
I'm Leila, the sorceress.
My destiny is to protect
Larapool, but somehow
the wind has stopped

Back in Larapool, talk to Leila to unlock the door that leads to the hotel basement.

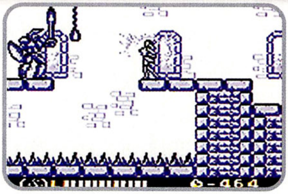


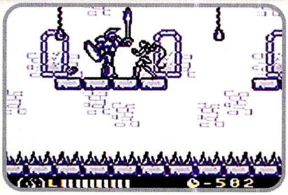
She'll lower the level of the river, allowing you to find the path to the Blue Cave.

▶ CASTLEVANIA LEGENDS

HOW DO I DEFEAT THE FIRST KNIGHT ON THE TOP FLOOR?

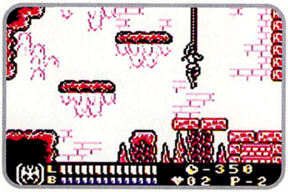
To defeat this knight errant, you must first use the Fire Soul Weapon as soon as he appears on screen. Now activate the Burning Mode, which makes you invincible for about ten seconds, and jump onto his platform. Hit him with your whip until he's down. If you don't weaken your armored adversary first, he'll last longer than the Burning Mode will.

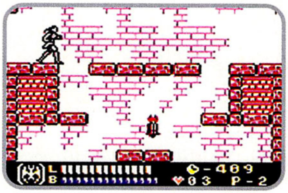

Use the Fire Soul Weapon before you jump onto his platform.

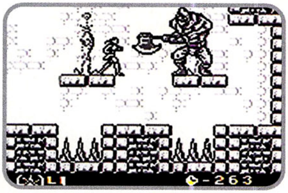

The key is to damage him severely before you engage him in hand-to-hand combat.

? WHERE IS THE HIDDEN STAGE? ?

The hidden stage is not a complete stage on its own, but rather an alternate path in the lower part of the Cathedral. After you defeat the Jumping Demon, go through the door to your right and climb up the two ropes to a small platform. Take a few steps to the right and drop down the first gap you see. This is just a short drop. Walk a few more steps to the right and drop down a very long gap. You may land on a platform or two on the way down. Keep dropping until you hit bottom. The large chamber at the bottom is the beginning of an alternate route to Dracula.


From the Jumping Demon, walk to the right and climb up one rope, then another.


You must jump off the high platform to open the route. Jumping from a lower ledge won't work.


This alternate route through the Cathedral will take you to the Prince of Vampires himself.

▶▶ Q&A FAST FACTS ▶▶

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

RAMPAGE: WORLD TOUR

Q: Is there an ending to this game?

A: Yes. After you destroy about 120 cities, you'll go to the moon. Destroy the lunar base to see the ending to the game.

Q: Are the Super Mechs invincible?

A: No, but they're not worth the effort to destroy. If you see a Super Mech coming from one direction, just head in the other.

WWF: WAR ZONE

Q: Who is the best wrestler?

A: "Stone Cold" Steve Austin is the top wrestler in the game, followed by The Rock and The Undertaker.

Q: Can I avoid a Grudge Match in the Challenge mode?

A: No. It happens at random, and there's nothing you can do about it.

MYSTICAL NINJA STARRING GOEMON

Q: How many hearts can I have in my Strength gauge?

A: There are 20 total. Look for Silver Fortune Dolls and Gold Strength Dolls to boost your number of hearts.

Q: What do I do at the Hot Springs?

A: Stand in the water and hold Z for ten seconds to regain your health.

ARENA

Are you game?

THE CHALLENGES

GOTTA CATCH 'EM ALL

There are 150 types of Pokémon, and the only way you'll track 'em all is by trading Pokémon you'll find in the Red and Blue versions of the game. If you can catch 'em all, snap a pic of your maxed out Pokédex screen, then send it in so you can score Power Stamps and a place in our hall of fame.

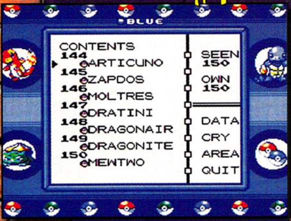
CEMETERY, SEAS AND SEASONS

Use the Talon Trot, Beak Barge or whatever else it will take to find the 100 notes, 10 Jiggys and both Honeycomb Pieces in Mad Monster Mansion, Rusty Bucket Bay or Click Clock Wood. If you do it in record time, you could enter the Arena.

GOING TO THE MAT

Get into the ring, as well as the Arena, by rasslin' up a high score in WCW/nWo Revenge. Pin down a high score in the mode or title match of your choice, then send us a photo of your score. You can access the Score Ranking screen by activating the Option menu.

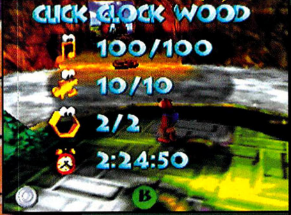
#1



```
BLUE
CONTENTS              SEEN
144                   150
 ▶ ARTICUNO
145                   OWN
   ZAPDOS             150
146
   MOLTRES
147
   DRATINI
148                   DATA
   DRAGONAIR
149                   CRY
   DRAGONITE
150                   AREA
   MEWTWO
                      QUIT
```

POKéMON

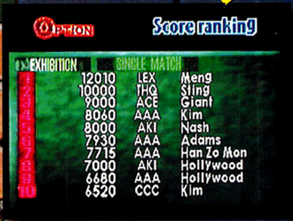
#2



```
CLICK CLOCK WOOD
100/100
10/10
2/2
2:24:50
```

BANJO-KAZOOIE

#3



```
OPTION            Score ranking
EXHIBITION   SINGLE MATCH
 1  12010  LEX  Meng
 2  10000  THQ  Sting
 3   9000  ACE  Giant
 4   8060  AAA  Kim
 5   8000  AKI  Nash
 6   7930  AAA  Adams
 7   7715  AAA  Han Zo Mon
 8   7000  AKI  Hollywood
 9   6680  AAA  Hollywood
10   6520  CCC  Kim
```

WCW/nWo REVENGE

NP SCOREBOARD

STAR FOX 64

Most Venomian Units Destroyed (Vol. 103)

Justin Casson, Ruglend, AL	1,632
Aaron Nantz, Watertown, WI	1,631
Armando Camarena, San Jose, CA	1,630
Ian Abbott, Maineville, OH	1,628
Ben Landis, Houston, TX	1,628
Ryan Rauschkolb, Gulfport, MS	1,627
Matt Hamor, Grinnell, IA	1,625
Toni Lee, Orange, CA	1,625
Chris Estes, Batesville, AR	1,624
Daniel Feather, Estill Springs, TN	1,619
Matt Lafontaine, Plymouth, MN	1,616
Matt Donnell, Cincinnati, OH	1,615
Mark Salce, East Syracuse, NY	1,615
Matt Bowers, Niland, CA	1,614
Jason Rydberg, Plymouth, MA	1,613
Steven Guilfoile, Bemidji, MN	1,612
Michael Dunne, Kelleys Island, OH	1,611

DIDDY KONG RACING

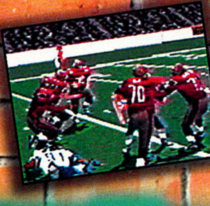
Best Times for Treasure Caves (Vol. 107)

Kan Zhu, Tempe, AZ	0:47.51
Matt Lopez, Northridge, CA	0:49.61
Clay Begrin, Petaluma, CA	0:49.81
Nathan Maresh, Wheaton, IL	0:50.98
Clifton Poli, Orlando, FL	0:51.00
James Akasaka, Schaumberg, IL	0:51.25
Robert Morris, San Antonio, TX	0:51.48

DIDDY KONG RACING

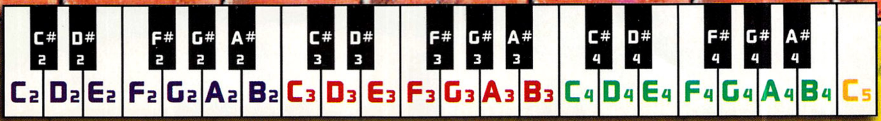
Best Times for Pirate Lagoon (Vol. 107)

Robert Morris, San Antonio, TX	1:06.88
Clifton Poli, Orlando, FL	1:07.30
Nancy Craine, Naperville, IL	1:07.95
Robert Maresh, Wheaton, IL	1:08.28
Rory Mahood, Calgary, AB	1:09.48
Eric Lopez, Dallas, TX	1:09.75
Mike Wenzinger, Saline, MI	1:10.01



HIDE + SEEK

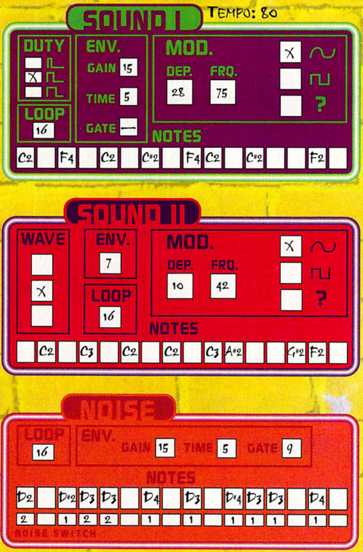
Somewhere in this issue lurks this screen shot. See if you can uncover what game it's from and where it's hiding.


C# 2
D# 2
F# 2
G# 2
A# 2
C# 3
D# 3
F# 3
G# 3
A# 3
C# 4
D# 4
F# 4
G# 4
A# 4
C2 D2 E2 F2 G2 A2 B2 C3 D3 E3 F3 G3 A3 B3 C4 D4 E4 F4 G4 A4 B4 C5

I WRITE THE SONGS In Volume 110, we challenged budding musicians to pen a hit song using the Game Boy Camera's DJ Mode. After an overwhelming response, we are up to our ears in music. Here's just a sampling of some noteworthy compositions. (And here's something else that should be music to your ears: To print sheet music in DJ Mode, go to the Sound I screen, push and hold the Start Button, then tap the A Button.)

SPACE INVADERS

BY PATRICK BÉLANGER, DORVAL, QUÉBEC



SOUND I TEMPO: 80

DUTY ☐ ☒ ☐

LOOP 16

ENV. GAIN 15 TIME 5 GATE —

MOD. DEP. 28 FRQ. 75 ☒ ∿ ☐ ⊓ ☐ ?

NOTES

C2		F4		C2		C#2		F4	C2		C#2			F2	

SOUND II

WAVE ☐ ☒ ☐

ENV. 7

LOOP 16

MOD. DEP. 10 FRQ. 42 ☒ ∿ ☐ ⊓ ☐ ?

NOTES

	C2		C3		C2		C2		C3	A#2			G#2	F2	

NOISE

LOOP 16

ENV. GAIN 15 TIME 5 GATE 9

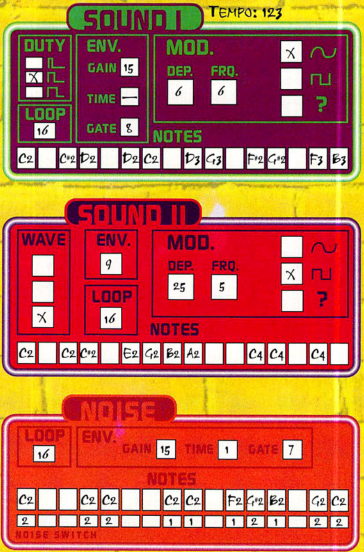
NOTES

D2		D#2	D3	D3		D4		D3		D#4	D3	D3		D4	
2		1	2	2		1		1		1	1	1		1	

NOISE SWITCH

CHLOE'S ARIA

BY DREW JOHNSTON, PRATT, KANSAS



SOUND I TEMPO: 123

DUTY ☐ ☒ ☐

LOOP 16

ENV. GAIN 15 TIME — GATE 8

MOD. DEP. 6 FRQ. 6 ☒ ∿ ☐ ⊓ ☐ ?

NOTES

C2		C#2	D2		D2	C2		D3	G3		F#2	G#2		F3	B3

SOUND II

WAVE ☐ ☐ ☒

ENV. 9

LOOP 16

MOD. DEP. 25 FRQ. 5 ☐ ∿ ☒ ⊓ ☐ ?

NOTES

C2		C2	C#2		E2	G2	B2	A2			C4	C4		C4	

NOISE

LOOP 16

ENV. GAIN 15 TIME 1 GATE 7

NOTES

C2			C2	C2			C2	C2		F2	G#2	B2		G2	C2
2			2	2			1	1		1	2	1		2	2

NOISE SWITCH

YOSHI'S STORY

Highest Treasure Hunt Scores in Trial Mode (Vol. 107)

Marcus Roux, Baton Rouge, LA	5,992
Mauro Colabianchi, Petaluma, CA	5,936
Alex Brisson, Embrun, ON	5,891
Ryan Fitzgerald, Oceanside, CA	5,861
Jonathan Bryant, Burlington, NC	5,848
Kam-Po Yen, Wichita, KS	5,832
Jacob Haqq-Misra, Burnsville, MN	5,818
Henry Ying, Vancouver, BC	5,808
Stacy Krueger, Winnetka, CA	5,801
Jesse Conrad, Sioux City, IA	5,800
Richard Hernandez, Winnetka, CA	5,800
Adam Esbenshade, Paradise, PA	5,786
Daniel Schwab, Fairbanks, AK	5,780
J.C. Todaro, Winnipeg, MB	5,762
Carl Lipscomb, Denver, CO	5,761
Chris Trim, Big Lake, MN	5,761
Eric Lopez, Dallas, TX	5,760
Richard Hart, Virginia Beach, VA	5,755
Josh Jones, Knoxville, TN	5,754

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than Dec. 10, 1998.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 113

ALSO KNOWN AS...

1) San Francisco Rush
2) Harvest Moon
3) Quake
4) BioFreaks
5) EarthBound
6) Chopper Attack
7) Perfect Dark
8) Fighter's Destiny
9) Top Gear Rally
10) GoldenEye

WHO AM EYE?

Gruntilda's broom

PLAYER'S POLL CONTEST

Hey! win Game Boy COLOR!
Plus 5 Games!!
COMM.
POWER
GAME BOY COLOR
A
B

NP PLAYER'S POLL

ENTER TO WIN!

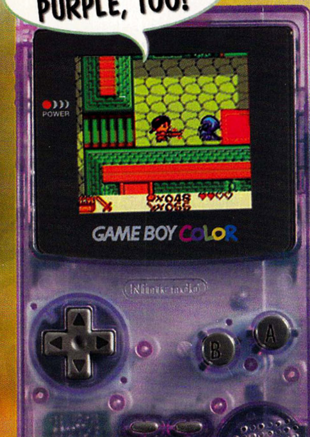
25 WINNERS!

GRAND PRIZE

SCORE GAME BOY COLOR AND PICK 5 **GAMES** FROM A HOT COLOR LINEUP, TOO!

GAME BOY COLOR

IN CLEAR PURPLE, TOO!



WHICH PAKS WOULD YOU PICK?

QUEST FOR CAMELOT

THE LEGEND OF ZELDA: LINK'S AWAKENING

SOUTH PARK

SPAWN

MORTAL KOMBAT 4

WARIO LAND 2

TUROK 2

SECOND PRIZE

50 WINNERS!

NINTENDO POWER T-SHIRTS. WEAR THE COLORS OF NINTENDO POWER!

YOUR VOTE COUNTS!

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

Fill out the card and send it in! We'll tally your vote for the Power Charts and enter you in the contest!

Official Contest Rules

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 114, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 114
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than December 1, 1998. We are not responsible for lost or misdirected mail. On or about December 15, 1998, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 75:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after December 31, 1998.

Prizes: Twenty-five Winners will each receive a Game Boy Color in the color of their choice and five games of their choice from among a list of games available on or around the time of the drawing. All game selections are subject to availability. Some restrictions apply. Valid only in the U.S. and Canada. Not valid in Quebec. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

extreme G XG2™

More tracks. More weapons. More extreme. In this sequel, Acclaim and Probe have increased the horsepower and pumped up the intensity, so get set for a wild ride.

DOUBLE THE SPEED

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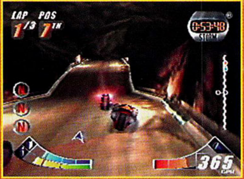
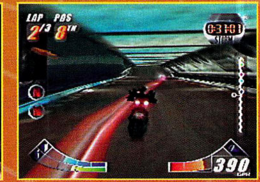
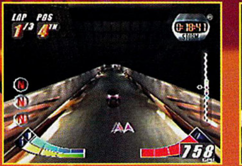
You thought it couldn't get any faster? Think again. Extreme-G returns with an improved game engine, running at twice the speed of the original, with better physics and analog control. This year's version features 36 dazzling tracks, with multiple shortcuts, and ten futuristic bikes loaded with new weapons. Most importantly, all that bothersome fog has been reduced, allowing you to see the road miles ahead. Extreme-G 2 is a bigger, badder high-octane rush.



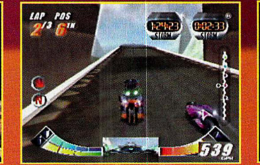


Breaking the sound barrier



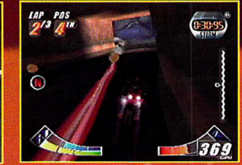
If you have a smooth run and avoid hitting the side walls, you'll manage to get the speed of your bike past 750 and break the sound barrier, causing the world to go silent. Once you break the sound barrier, try to maintain your speed for as long as possible.

Don't look back—just fire away



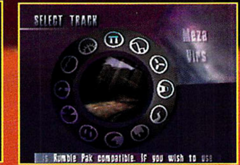
One of the many new weapons available in Extreme-G 2 is the Rear Firing Rocket. You can use the rear-view mirror at the bottom of the screen to see if any opponents are gaining on you. When they get close, fire your rockets and get them off your tail!

What you see is what you get



The graphics in Extreme-G 2 are vastly improved, including new dynamic lighting, which reflects the sparks from explosions on the surrounding area. In addition, the tracks are wider, the animation is smoother, and the fog has been reduced, improving visibility.

A whole new world of racing

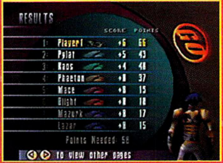


Extreme-G 2 offers 12 unique environments, including cityscapes, bubbling marshes, and underwater caverns. Each area has three variations, for a mind-boggling total of 36 different tracks. You'll have to advance in the Extreme Cup to uncover all the wild courses.

EXTREME CHALLENGE

An Extreme Race to the Finish

The Extreme Cup is the game's main feature, and you'll have to win in this mode to uncover new tracks. You'll race against seven other computer-controlled bikes, earning points after each run. Practice your driving skills, and use your weapons wisely, because each level gets longer and more difficult.



RESULTS

		SCORE	POINTS
1:	Player1	+6	66
2:	Pylat	+5	43
3:	Raos	+4	48
4:	Phaeton	+0	37
5:	Mace	+0	15
6:	Blight	+0	18
7:	Mazurk	+0	17
8:	Lazar	+0	15

Points Needed: 58

◀ ▶ to view other pages

The better you finish each race, the more points you'll accumulate. You'll need to end in first place to conquer the level and move on. The opening challenge starts with four tracks, but the following levels have many more.

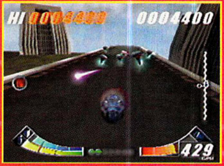
SINGLE PLAYER

Practice & Time Trial

Practice makes perfect, and perfection is exactly what you'll need to be successful in this game. Use various weapons while touching up your driving reflexes. If you simply want to blaze the pavement, run in the time trials and try to set new records. Only courses that you've opened are available.

Arcade

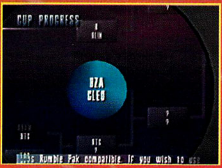
The objective in this mode is to destroy as many flying drones as possible while zipping around the track. Try to wait for a cluster to form and blast the whole group at once. Wiping out a large wave will earn you a special weapon, which comes in handy against the tough motherships.



MULTIPLAYER

Multiplayer Cup

Have you mastered the computer competition and set all the track records? Then it's time to take on your buddies in the Multiplayer Cup. You'll be racing against a limited number of opponents, so don't worry about collecting lots of weapons.



...s Rumble Pak compatible. If you wish to use

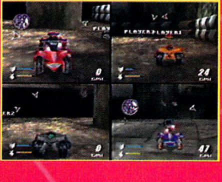
If you're throwing a party, this is the mode to choose. Up to 16 players can compete in a ladder to determine the best racer of the bunch. The winner of each race advances, and the loser goes home empty handed.

Head-to-Head

From two to four players can compete in a single race on any track that has been successfully opened. The available courses are the ones that you've opened during the Extreme Cup. This mode has all the same goodies that the Cup races do.

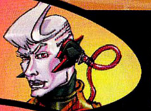
Battle Arena

The battle mode has been completely revised, including brand new arenas and high-performance tanks modeled after the bikes. This contest has nothing to do with crossing the finish line—it's all about blasting your enemies before they demolish you. Collect as many large missiles as you can, but watch your tail, because you're a target!



BIKES & RIDERS

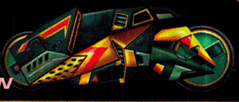
Success doesn't come from hopping in a bike and speeding off. Each machine is designed with strengths and weaknesses that you'll have to consider before hitting the pavement. In addition, each cycle is owned by a wacky character, just to add color to the game.

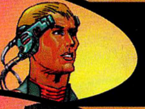


Alexanda Beanotti • VEX

Vex is the ultimate fighting machine, loaded with immense firepower and heavy-duty shields, making it ideal for the Battle Arena. But don't take this bike to the track if you're a beginner. Vex is seriously lacking in speed and handling.

Top Speed: **LOW**
Handling: **LOW**
Weapons: **HIGH**
Shield: **HIGH**
Accelerator: **LOW**

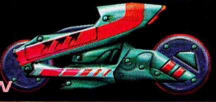


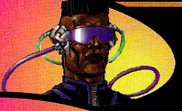


Crash Crisis • ZEO MAX

This is the perfect machine for beginners, designed with excellent handling, allowing you to ease into the intense tracks. Once you get comfortable and you're ready to race with the big boys, you'll want to leave this bike in the dust.

Top Speed: **MID**
Handling: **HIGH**
Weapons: **LOW**
Shield: **MID**
Accelerator: **LOW**

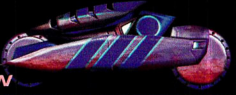


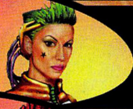


Errol D'namyx • WRAITH

Wraith, otherwise known as The Devastator, is packed with an awesome arsenal. When you're looking to blow your opponent to pieces, this is the machine to use. But you'll have to avoid getting hit—Wraith has very weak shields.

Top Speed: **MID**
Handling: **MID**
Weapons: **HIGH**
Shield: **LOW**
Accelerator: **LOW**

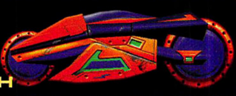


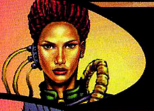


Natasha Vert • SURGE

With superb acceleration, this zippy little number gets moving in a hurry. But low top speed will allow the competition to easily catch up. Surge has decent handling, but without much firepower it's probably not worth taking to the track.

Top Speed: **LOW**
Handling: **MID**
Weapons: **LOW**
Shield: **MID**
Accelerator: **HIGH**

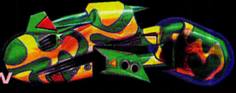


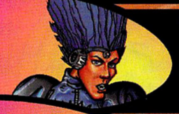


Peppa Stiletto • MOOGA

Mooga is a strong beast, sluggish off the line but nearly impossible to dent. Once this machine gets cruising, it reaches good top speed and has nice handling. Your weapons won't do much damage, so don't take Mooga into battle.

Top Speed: **MID**
Handling: **MID**
Weapons: **LOW**
Shield: **HIGH**
Accelerator: **LOW**

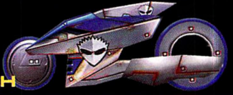


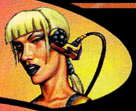


Phlux Cobalt • FREEKER

This speedy little bike bolts off the line with powerful acceleration and is very easy to handle. Freeker is perfect for setting track records during time trials. With low shields and firepower, it is a poor choice for battle.

Top Speed: **MID**
Handling: **HIGH**
Weapons: **LOW**
Shield: **LOW**
Accelerator: **HIGH**

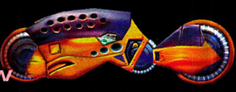


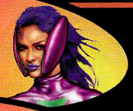


Roxy Tempo • BOOMSTA

Boomsta's driver Roxy Tempo may be hot stuff, but her machine is nothing to get excited about. This bike is an easy target, with low shields and weak acceleration. Experienced players will like Boomsta's high top speed and solid handling.

Top Speed: **HIGH**
Handling: **MID**
Weapons: **MID**
Shield: **LOW**
Accelerator: **LOW**

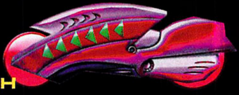


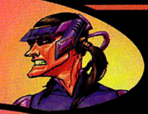


Ruby Dabomb • VELOFIRE

Velofire is possibly the best bike in the game. It has easy handling, great top speed, and quick acceleration, not to mention one of the best looking drivers. This machine won't blast away the competition, but it is sure to out run 'em.

Top Speed: **MID**
Handling: **HIGH**
Weapons: **MID**
Shield: **MID**
Accelerator: **HIGH**

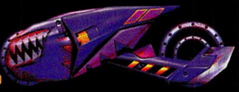


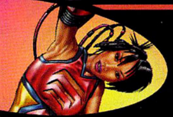


Sly Slipst[illegible]am • GRIMACE

If you're looking for a well-rounded machine with a variety of capabilities, take a ride on Grimace. This bike doesn't stand out in any particular category, but it has no weaknesses. Grimace is a good choice for beginners or experts.

Top Speed: **MID**
Handling: **MID**
Weapons: **MID**
Shield: **MID**
Accelerator: **MID**

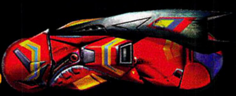




Velocity Kendo • G SPARK

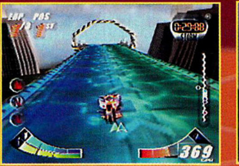
G-Spark is another versatile bike, stacked with good weapons, strong shields, and average speed, handling, and acceleration. This is one bike that has a little bit of everything. If you want to avoid vulnerabilities, choose G-Spark.

Top Speed: **MID**
Handling: **MID**
Weapons: **MID**
Shield: **MID**
Accelerator: **MID**



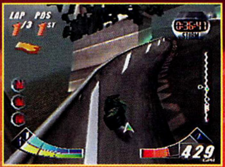
RIDING STRATEGIES

Fill 'er up when you're low



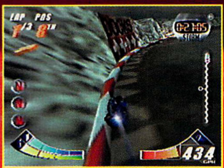
Knowing each course like the back of your hand is vital to winning in later levels. The only way to get better is to play over and over. Anticipate sharp curves, take alternate routes, and remember places where you can replenish your shields and firepower.

Cash in—the bank is open



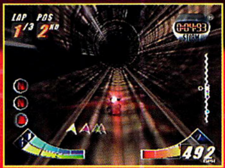
Ride along the banks of sharp corners. You won't loose any speed, and you'll be in perfect position when exiting the turn. Running a smooth race and maintaining your top speed are critical to winning. Master sharp turns by taking advantage of the embankments.

Keep your eyes on the road

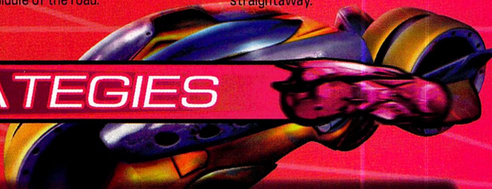


Riding against the walls may be necessary on extremely sharp turns, and it won't do any damage to your shields, but it will decrease your momentum. Try your best to avoid touching side walls, and maintain top speed by keeping your bike in the middle of the road.

Turbo toward the finish

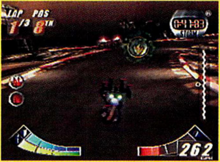


You have only three turbo boosts per race, so try to save them for the final lap when you can fly past the competition toward the finish line. Remember where the long stretches are on the track, and use your nitro blast only when you hit a straightaway.



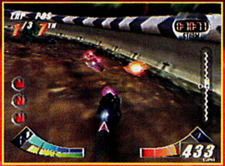
WEAPONS STRATEGIES

Haste makes waste



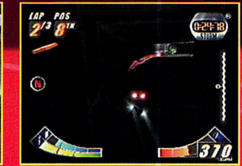
There's a right time and a wrong time to use each weapon. For example, if you have a Rear Firing Rocket while in last place, get rid of it and find a better missile. On the other hand, if you're in front, save the rear rocket and use it when a bike catches up.

Don't forget your best friend



Your main gun is a useful tool, so don't forget to use it as much as possible to wear down your opponents. Each bike has a different amount of firepower, so keep an eye on your ammo meter, and use the main gun when you get close to a bike that's ahead of you.

Light up your life



You'll encounter several gloomy tunnels in the middle of some of the tracks, so be sure to fire off a missile to help you see your way through the darkness. If you're lucky, you may even damage some of the other drivers at the same time you light things up.

ADRENALINE RUSH

With more speed, better graphics, improved game play and new bikes and courses, what more could you want from this racing sequel? Extreme-G 2 is a major improvement over last year's popular offering. In addition to all that we've mentioned, there are a few secret bikes and characters for you to uncover, so buckle up and start practicing.

MMPPFF MUPF MUMMFF
MUH MUPF MUMF
MUMFUMFMUH MUMMPF

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GAME BOY.

NINTENDO64

COMEDY CENTRAL

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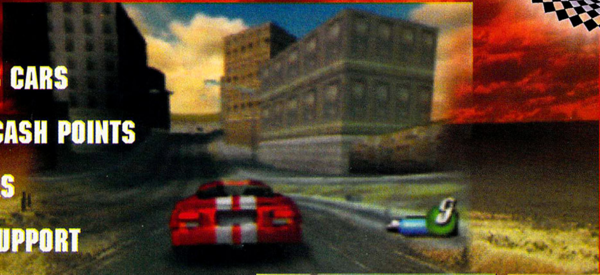

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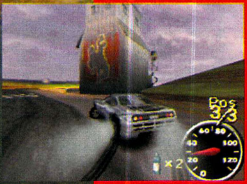

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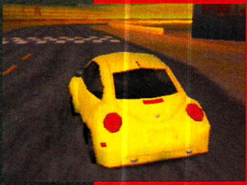

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November 1998

Nintendo
N64
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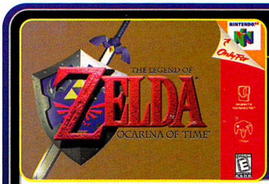
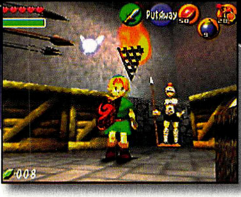
THE LEGEND OF ZELDA: OCARINA OF TIME



- Nintendo/256 Megabits
- 1 player
- 3 Game Pak save slots
- Rumble Pak compatible
- 3-D cinematics

EVERYONE
E
CONTENT RATED BY ESRB



SCORES

A-8.0

J-10.0

E-9.0

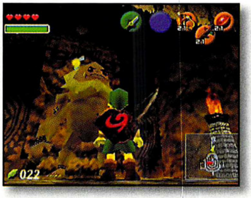
ED-9.8

SP-9.5

The wait is over. Zelda has arrived!

GRAPHICS The cinematic scenes and atmosphere in Zelda will set a new standard for video game adventures. The animations convey emotions as well as a sense of reality. Some of the areas are almost photorealistic, while others are more fantasy-based, but all areas are filled with rich, graphic detail.

PLAY CONTROL Analog movement and control response is excellent, so Link's moves and use of weapons and tools is first rate. Every controller button has a function, though, and that could be the most trying part of Zelda.



GAME DESIGN Miyamoto doesn't disappoint. Ocarina of Time includes all the best elements of previous Zelda games, such as multiroom dungeons, colorful characters, clever puzzles, frightening monsters, and an heroic theme. New elements include 3-D battles, horseback riding, the realistic passage of time, and cinematic scenes with dramatic camera angles.

SATISFACTION You've gotta love this game.

SOUND The music and sound effects help add to the emotional impact of the game.

COMMENTS Scott–*Variety and exploration on an unprecedented scale.* Andy–*Say goodbye to your friends and family before you start to play.* Paul–*Deep. Mysterious. Thought-provoking. All games should be like this.*

0 2.5 5.0 7.5 10

9.5

OVERALL RATING

GRAPHICS=9.3 PLAY CONTROL=8.8 GAME DESIGN=9.9 SATISFACTION=9.9 SOUND=9.2

TUROK 2: SEEDS OF EVIL

TUROK 2
SEEDS OF EVIL
Acclaim
NINTENDO 64

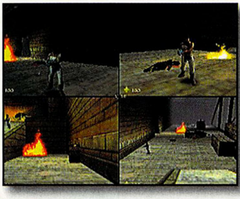
- Acclaim/256 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- 6 worlds
- Expansion Pak compatible

MATURE M AGES 17+ CONTENT RATED BY ESRB

SCORES
- AH-9.0
- J-9.3
- SP-9.0
- P-9.0
- T-9.8

Turok's greatest victory is at hand.

GRAPHICS The textures come to life in this amazing sequel, but the real dazzle is in the animation and special effects. Not even the crisp reality of GoldenEye 007 or the rich fantasy of Zelda looks this cool. It's also extremely gorey in nature. In Hi-Res Mode (available with the Expansion Pak), Turok 2 is as stunning as the most sophisticated PC games that require expensive 3-D boards. This is a taste of the future of the N64.



PLAY CONTROL Once you get used to aiming, Turok 2 seems very intuitive. A quick selection feature for choosing weapons is a real enhancement to this sequel. The jumping is much easier than it was in the first Turok.

GAME DESIGN It's bigger and better in every way, including one of the best multiplayer modes ever made in Frag Tag. The addition of extra mission elements makes it as deep as GoldenEye.

SATISFACTION First-person action gamers will not be able to live without it.

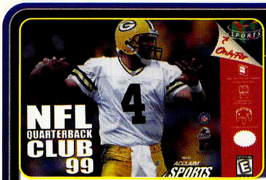
SOUND The music is moody and fittingly so, but the frightful sounds of the Lost World inhabitants steal the show.

COMMENTS Todd–*Turn out the lights and turn up the sound.* Paul–*Control can be difficult, but nothing that a little practice can't change.* Andy–*I'm in heaven!* Scott–*Get the Expansion Pak and play it in Hi-Res Mode.*

0 2.5 5.0 7.5 10
9.2
OVERALL RATING

GRAPHICS=9.8 PLAY CONTROL=8.6 GAME DESIGN=9.2 SATISFACTION=9.2 SOUND=9.4

NFL QUARTERBACK CLUB '99



- Acclaim/128 Megabits
- 1 to 4 players simultaneous
- Hi-Res Mode
- Controller and Rumble Pak compatible
- Expansion Pak compatible
- NFL and NFLPA licenses

EVERYONE E CONTENT RATED BY ESRB

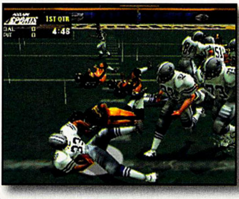
ACCLAIM SPORTS
1ST QTR
3:29

SCORES
- AH-8.1
- T-8.7
- S-8.5
- P-8.5
- SP-8.7

Round two on the grid-iron. QBC '99 is a beaut.'

GRAPHICS There's Hi-Res, and then there's Iguana's Hi-Res, which manages to run circles around the excellent graphics in Madden '99. How do they do it? Who cares? This is simply the prettiest sports game to date. Every blocker makes a perfect block. Every receiver reaches up to snag the ball with a lifelike motion. Stunning!

PLAY CONTROL The analog passing control is a nice addition to QB Club, and the variety of moves gives players full control of their characters on the field.



GAME DESIGN Improved AI and animation, and new features like the create-a-team and create-a-player options are great. Everything is here, from full season modes to historical Super Bowl matchups and fantasy drafts.

SATISFACTION Football fans will be dazzled by the graphics and impressed by the depth of play and options.

SOUND QB Club scores over Madden on this front. The use of pronouns in the play-by-play was a great choice. "He's into the end zone. Touchdown!" sounds a lot better than "Number 20 is in the end zone. Touchdown!"

COMMENTS Scott–*Incredible graphics. Excellent depth of play for sim fans.* Paul–*Steep learning curve, especially for rookies, but the payoff in game play is worth the effort.* Todd–*Not enough hours in the day to play.* Andy–*You have to wait an eternity between downs.*

0 2.5 5.0 7.5 10
8.5
OVERALL RATING

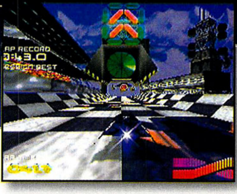
GRAPHICS=9.4 PLAY CONTROL=7.8 GAME DESIGN=8.4 SATISFACTION=8.4 SOUND=8.2

wipeout 64
NINTENDO 64
Only For
MIDWAY

WIPEOUT 64

- Midway/128 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- 4 modes
- 7 tracks

EVERYONE E CONTENT RATED BY ESRB

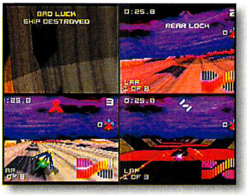


SCORES
S-8.6
P-8.0
T-8.6
J-8.2
SP-8.3

The contender strikes back.

GRAPHICS Matching Extreme-G 2 almost pixel for pixel, Wipeout 64 is another gorgeous futuristic racer with very cool looking vehicles and awesome lighting and special effects. Which is prettier? It's the difference between one Picasso and another.

PLAY CONTROL The anti-grav vehicles in Wipeout feel more like airplanes than cars–much more so than the machines in F-Zero X. The play control conveys this sense of flying very well. Weapon pick-ups are straight off the track, and using weapons is a simple matter of pushing the B Button.



GAME DESIGN Although there are fewer tracks than in Extreme-G 2 or F-Zero X, the challenge changes as you progress on the Wipeout 64 circuit, and that means players will find a lot of variety.

SATISFACTION This is definitely the best Wipeout to date. The racing challenge mode makes players use a mix of battle and speed tactics. The multiplayer race is another reason to love this game.

SOUND The music track is long playing, so you don't get much repetition on a single lap. The voice message identifying pick-ups is a great help.

COMMENTS Paul–*It really gives you an exhilarating sense of speed.* Sonja–*It's fast and the music is fabulous.* Scott–*The mix of racing and combat is perfectly balanced.*

8.3
OVERALL RATING

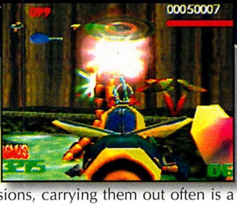
GRAPHICS=8.8 PLAY CONTROL=8.0 GAME DESIGN=8.0 SATISFACTION=8.2 SOUND=9.2

Buck Bumble
NINTENDO 64
Only For
Ubi Soft

BUCK BUMBLE

- Ubi Soft/96 Megabits
- 1 to 2 players simultaneous
- Controller Pak compatible
- 20 stages

EVERYONE E CONTENT RATED BY ESRB

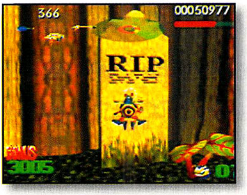


SCORES
AH-8.0
J-8.9
T-9.5
P-7.4
SP-8.5

Buck is the buzz of the N64.

GRAPHICS Buck and the Herd enemies all look great, as do the special effects. The worlds are filled with details from flowers and hedges to enormous items left by lazy humans. The fog is a little close in areas and repetition can make some areas seem endless and confusing to navigate.

PLAY CONTROL Buck hovers, zooms, walks, and flies in loops–what more could you ask of a bee? The only drawback is the targeting cross hair, which often gets lost in front of Buck. The weapons select menu is a little slow when you have a full set of blasters.

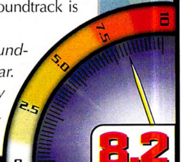


GAME DESIGN Although the objectives are often simple search-and-destroy missions, carrying them out often is a challenge because of the number of enemies and traps. The multiplayer matches don't really live up to the fun of the one-player game.

SATISFACTION Ubi Soft and Argonaut are to be congratulated on an excellent action game with a fresh theme, look and sound, as well as fun game play.

SOUND From the opening Buck Bumble song to the smallest sound effect, Buck Bumble's soundtrack is a treat.

COMMENTS Jason–*The drum and bass soundtrack is the best game music I've heard all year.* Andy–*Play control is tight and the weaponry is impressive.* Todd–*The buck stops here. I couldn't get enough of it.*



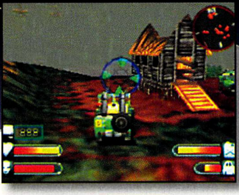
8.2
OVERALL RATING

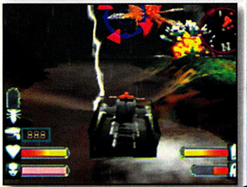
GRAPHICS=8.0 PLAY CONTROL=8.4 GAME DESIGN=8.3 SATISFACTION=8.3 SOUND=8.1

BODY HARVEST
"Body Harvest could very well be one of my favorite N64 games of all time."
MIDWAY

BODY HARVEST

- Midway/96 Megabits
- 1 player
- 3 game save slots
- Rumble Pak compatible
- 5 vast areas





SCORES

J-9.0
A-6.6
AH-7.4
SP-8.9
P-7.7

A feast of game play from Midway and DMA.

GRAPHICS The best elements are the vehicles and invading bugs and little touches like the flocks of birds flying overhead. Less impressive are some of the exterior textures on buildings and the ground, but even these lapses won't take you out of the game.

PLAY CONTROL The most important play control features work smoothly, such as driving and targeting your main weapon. Some of the controls, such as selecting special weapons or items, are confusing at first.

GAME DESIGN Body Harvest is a brilliant mix of action and adventure, sci-fi and horror. The worlds are huge, full of areas to explore and dangers to avert. The story is equally huge, spanning more than a century of time. From driving to solving puzzles, Body Harvest may be the most varied game ever made.

SATISFACTION Most players who pick up the controls of Body Harvest won't want to ever let go. There's something for everyone in this game.

SOUND If the squashing of bugs doesn't get you spooked, the music will. Another terrific game soundtrack from DMA.

COMMENTS Scott–*Don't dismiss this game. It may be the sleeper of the century.* Andy–*Liquifying bugs is fun no matter how you approach it.* Jason–*Intense. It's like Starship Troopers meets Blast Corps.*

8.1

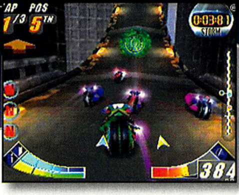
OVERALL RATING

GRAPHICS=8.1 PLAY CONTROL=7.6 GAME DESIGN=8.6 SATISFACTION=8.1 SOUND=8.1

extreme-G
XG2
Acclaim

EXTREME-G 2

- Acclaim/96 Megabits
- 1 to 4 players simultaneous
- 36 tracks
- New multiplayer modes



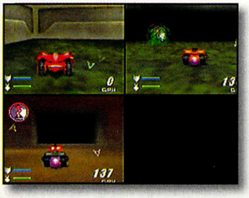
SCORES

T-8.1
P-7.2
SP-7.7
S-7.6
AH-7.8

Extreme-G 2 breaks the sound barrier.

GRAPHICS Every Extreme-G 2 track oozes atmosphere. Many of the elements in the background are interactive, or at least seem very real. The new batch of bikes is even cooler than the machines from last year's game. The lighting and special effects are dramatic and very impressive.

PLAY CONTROL Improved steering and wider tracks combine to make this year's game more accessible to racers of every skill level. The collection and selection of weapons is still a bit awkward, but you'll learn it over time. Control in the new battle mode is far better than in Extreme-G.



GAME DESIGN Every race is a race of survival. Speed and aggressive tactics will win you a championship in the circuit races, while stealth and sneakiness will win the day in the battle mode.

SATISFACTION Improvements all around, and more tracks, make EG2 an impressive contender in the futuristic racing contest.

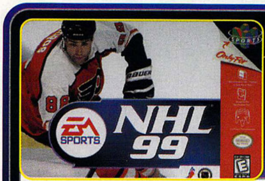
SOUND Once again, the music and ambient sounds are impressive. (This month's bunch of games is the best-sounding we've ever reviewed.)

COMMENTS Scott–*I liked last year's game a lot, but this year the control is better and the multi-player mode is actually playable.* Sonja–*As a fan of Extreme-G, I'm disappointed that there aren't more differences from last year.*

7.7

OVERALL RATING

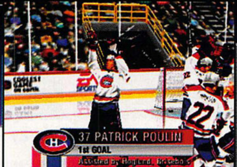
GRAPHICS=8.6 PLAY CONTROL=7.6 GAME DESIGN=7.4 SATISFACTION=7.4 SOUND=7.4



NHL '99

- EA Sports/96 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- NHL and NHLPA licenses
- Fighting

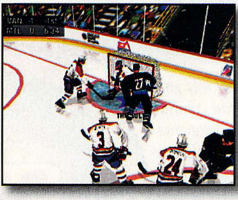
EVERYONE E CONTENT RATED BY ESRB



SCORES
AH-7.5
T-7.3
S-8.0
E-7.5
SP-7.9

Slick action on the ice from EA Sports.

GRAPHICS NHL '99 looks marvelous, whether you choose a close-up camera or more distant angle on the action. The arenas are based on actual NHL venues, and the players can be recognized by their names on their uniforms.



PLAY CONTROL This game has ease of use for casual players and complexity for players who want a realistic simulation experience. Movement on the ice is precise and intuitive, as is passing and shooting. You even have special moves like skating backwards and the option of choosing between manual and auto control of your goalie.

GAME DESIGN Like most sports games, NHL '99 presents an evolutionary rather than revolutionary change, but this is the first of this series for the N64, and it stands out as one of the best hockey games to date. All the modes and options are included.

SATISFACTION It has it all, and since a new Gretzky may not make it this year, NHL '99 looks like the hands-down winner on the ice.

SOUND Solid play calling and crowd noise.

COMMENTS Erich–*You can customize almost every aspect of your team's strategy, and the graphics are sharp.* Andy–*An awesome selection of camera angles, but you may want to provide your own play-by-play announcing.*

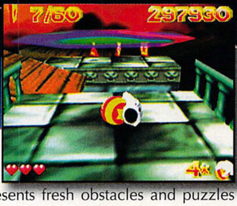
7.6
OVERALL RATING

GRAPHICS=7.8 PLAY CONTROL=7.8 GAME DESIGN=7.4 SATISFACTION=8.0 SOUND=6.6

GLOVER

- Hasbro Interactive/64 Megabits
- 1 player
- Rumble Pak compatible
- 18 stages, plus six bonus areas

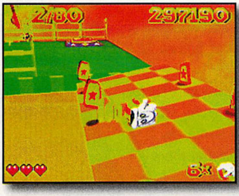
EVERYONE E CONTENT RATED BY ESRB



SCORES
A-7.2
T-6.6
S-7.7
P-6.8
SP-8.2

A hands-up winner from Hasbro.

GRAPHICS At first glance, one might think that Glover was a game for the preschool crowd. But the gentle Glover character and bright colors disguise a sophisticated graphics engine with excellent special effects and lots of originality.



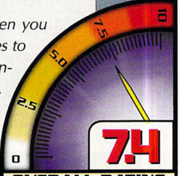
PLAY CONTROL The variety of moves that you can make with Glover to push, roll, throw and walk the ball through each area is the key to this game, and the play control seems natural and smooth.

GAME DESIGN The story may be corny, and even a bit contrived, but the game play is addictive because each level presents fresh obstacles and puzzles for moving the ball to the goal.

SATISFACTION Although Glover doesn't have the big name like Zelda or Turok 2, it's a quality game that won't disappoint. Its worst failing is that it is being released at a time with so many other great games.

SOUND The music is not at all the cotton candy that you would expect. Another triumph for the development team at Interactive Studios.

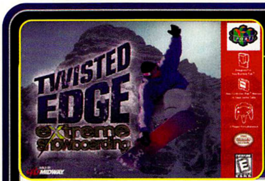
COMMENTS Scott–*It seems simple, but then you realize that you have to figure out new moves to succeed.* Ed–*It's completely original and inventive, and the play control is extraordinary.* Paul–*Non-intuitive control of some things like the finger-walk. My brain hurts.*



7.4
OVERALL RATING

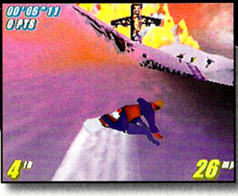
GRAPHICS=7.6 PLAY CONTROL=7.1 GAME DESIGN=7.6 SATISFACTION=7.1 SOUND=7.3

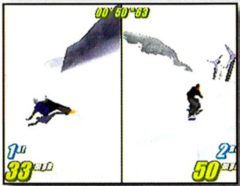
TWISTED EDGE EXTREME SNOWBOARDING



- Midway/96 Megabits
- 1 to 2 players simultaneous
- Controller Pak compatible
- 6 courses with 3 variations
- 8 characters
- Stunt Mode

EVERYONE
E
CONTENT RATED BY ESRB





SCORES
J-7.3
P-6.3
T-7.4
SP-7.1
S-8.0

An extreme snowboarder from Midway.

GRAPHICS Spectacular backdrops and realistic racetracks highlight the graphics in the N64's second snowboarding simulation. The same development team that brought you Top Gear Rally last year is responsible for the nice touches such as trails in the snow and vertically split windows.

PLAY CONTROL Twisted Edge follows in the trail of 1080° with realistic and intuitive play control for racing and more difficult stunt move controls. Recovery after spills is unrealistically forgiving and some disastrous moves don't even result in a fall.

GAME DESIGN New areas of each track open up as you win at increasing challenge levels, making it seem as if there are more tracks in the game. Shortcuts or branching paths on each track also add to the variety.

SATISFACTION Boss Games did a nice job with Twisted Edge, but the game doesn't deliver much more than 1080° except more variety in the tracks. Edge is also a bit easier than 1080°, which could be a plus for casual players.

SOUND The grunge soundtrack has just the right edge for the game. The voice comments include stunt names and current position.

COMMENTS Scott–*The inclusion of course extensions and mirror tracks is nice. The ghost option is also cool.* Paul–*The physics are inconsistent. No road feel. You just float.*

7.2
OVERALL RATING

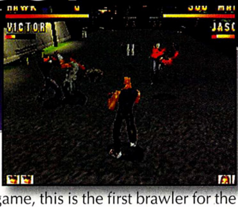
GRAPHICS=7.4 PLAY CONTROL=7.0 GAME DESIGN=7.0 SATISFACTION=7.2 SOUND=7.8

FIGHTING FORCE 64

FIGHTING FORCE 64
From the creators of the Tomb Raider Series

- Eidos Interactive/128 Megabits
- 1 to 2 players simultaneous
- Controller and Rumble Pak compatible
- 25 stages
- 5 bosses

TEEN
T
AGES 13+
CONTENT RATED BY ESRB

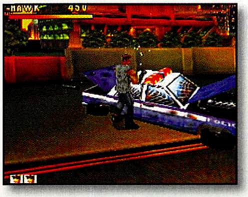


SCORES
T-6.3
AH-7.1
SP-7.6
S-7.7
ED-5.0

The return of the tandem brawler.

GRAPHICS Solid 3-D graphics, including good fighting animations highlight the first N64 game from Eidos Interactive. The special effects–explosions, electricity, etc.–are particularly well done.

PLAY CONTROL Each character has several special moves, but the controller functions remain the same, making Fighting Force 64 an easy game to learn. Response and hit detection are quick and accurate for most moves, but picking up objects sometimes requires repeated positioning.



GAME DESIGN Although the brawler is a time-honored form of fighting/action game, this is the first brawler for the N64. Eidos, and the development team at Core, did an excellent job of filling the stages with objects, items and weapons, not to mention bad guys. The two-player cooperative mode adds an extra dimension.

SATISFACTION Action and fighting fans should have fun with this one, although the challenge isn't overwhelming. For fans of two-player, cooperative games, Fighting Force 64 will be a welcome addition to the N64 library. Excellent use of the Rumble Pak.

SOUND Core did a good job with the effects and damage grunts.

COMMENTS Scott–*Not a lot of strategy, but the multiplayer is fun.* Ed–*Too slooow. And the enemies are bland–not a good thing.*

6.7
OVERALL RATING

GRAPHICS=7.6 PLAY CONTROL=6.8 GAME DESIGN=6.4 SATISFACTION=6.6 SOUND=6.0

DUAL HEROES

DUAL HEROES

- ElectroBrain/96 Megabits
- 1 to 2 players simultaneous
- Controller Pak compatible
- 8 characters
- 5 modes

TEEN T AGES 13+ CONTENT RATED BY ESRB

SCORES

- AH-6.3
- P-6.8
- T-6.7
- J-6.9
- SP-6.3

Fighting in tights and funny hats.

GRAPHICS The characters have a definite Power Rangers look, but the level of detail is pretty good. Animation is very traditional for a fighting game, including the slow-mo replay at the end of each round.

PLAY CONTROL Control is responsive, and different characters require players to adopt different fighting techniques to be successful, but that's about the end of the innovation in Dual Heroes. Moves are easily learned in the Practice mode. Players can move effortlessly in 3-D using the Z Button and the Control Stick.

GAME DESIGN DH has most of what you expect in a solid fighting game, including a bizarre back story, two-player vs. mode, and limited settings.

SATISFACTION No Rumble Pak support on a fighting game says it all. Dual Heroes is a first generation N64 game that didn't make it out in time. On the other hand, it's about the only new tournament fighter available this fall.

SOUND The high energy music doesn't sound very original, and the hits and grunts are about par for the course.

COMMENTS Scott–*It's more polished than when we previewed it last year, but not 12 month's worth.* Andy–*This game doesn't add much to what we have in the fighting library.*

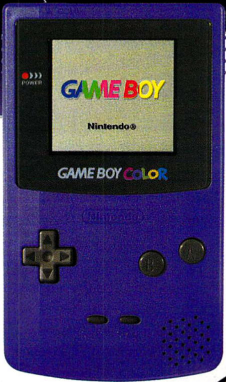
6.6 OVERALL RATING

GRAPHICS=7.2 PLAY CONTROL=7.2 GAME DESIGN=6.4 SATISFACTION=5.6 SOUND=7.0

GAME BOY COLOR

GAME BOY
Portable Fun in COLOR

- Nintendo
- Portable video game system
- Infrared Game Link port
- Plays color and black and white games in color



SCORES

- T-8.7
- A-8.6
- J-9.1
- S-7.7
- SP-8.6

The dream comes true for Game Boy.

GRAPHICS Optimized games are bright and colorful, while traditional Game Boy games have an all new look when they appear in color.

PLAY CONTROL The same as always: Start, Select, A and B and the Control Pad. There's no dimmer adjustment since Game Boy Color looks even better in bright light.

SYSTEM DESIGN Nintendo's engineers created a dream-come-true with this system. It's almost as small and light as Game Boy Pocket, and it draws battery power just as efficiently. It has an infrared Game Link port. The screen is sharper. Everything is in color. It has more video and work RAM, which will result in faster custom games and more elaborate graphics. And it costs just a few bucks more than the old Game Boy, with a manufacturer's suggested retail price of $79.95. It doesn't get any better than this.

SATISFACTION Once you play any game on this system, you won't want to go back.

SOUND Okay, so Game Boy isn't perfect, but with clever programming even the sound can be fun.

COMMENTS Scott–*Developers are lining up to make games for this system. The Golden Age of Game Boy is at hand.* Armond–*All I can say is that I'm stoked! Definitely one of Nintendo's greatest accomplishments.* Jason–*Game Boy has become a man.*

8.5 OVERALL RATING

GRAPHICS=9.2 PLAY CONTROL=7.8 GAME DESIGN=8.8 SATISFACTION=9.0 SOUND=6.8

Frogger
THE ARCADE HIT CLASSIC!
MAJESCO SALES INC
SUPER NINTENDO

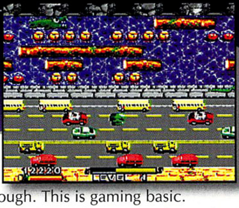
FROGGER

- Majesco/4 Megabits
- 1 or 2 players alternating
- No save feature

EVERYONE E

SCORES

J-6.4
AH-6.4
SP-5.6
P-5.8
T-6.6



Hop, hop. Stop. Hop, hop. Splat! Frogger is back.

GRAPHICS Well, it's Frogger on the Super NES. The graphics are colorful, but the level of detail is a bit low. On the other hand, Frogger is more about action and repetition than graphics, so the ho-hum presentation isn't a major setback.

PLAY CONTROL Jumping is precise, but hit detection is a little unforgiving. When jumping to a target, you'd better be square on to it or you'll get splattered.

GAME DESIGN This is the arcade classic with one and two-player options. The play remains the same jumping and avoiding hazards that it always was. Players can learn it instantly, but Frogger always seems to present a challenge and a weird fascination with impending doom.

SATISFACTION For nostalgic fans of the arcade game, and Super NES players looking for a new title or a good game for casual or younger players, Frogger may fit the bill very well. Don't expect a lot of flash, though. This is gaming basic.

SOUND Unfortunately, the sound wasn't enhanced at all for this game. The old arcade sounds of hopping and splattering is about it. There isn't even any intro music.

3040
LEVEL 3

COMMENTS Scott–*This true-to-the-arcade version of Frogger will have limited appeal, but for the right audience–young players and Frogger fans–it should be OK. Also, the price will most likely be appealing to gamers.*

GRAPHICS=**5.6** PLAY CONTROL=**7.2** GAME DESIGN=**6.0** SATISFACTION=**6.4** SOUND=**4.8**

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ARMOND-Fighting, RPGs, Adventures
DAN-Action, Adventures, Sports
ED -Sports,Puzzles, Action
HENRY-Fighting, Action, Sports
JASON-Adventures, Action, Puzzles
PAUL-Fighting, Sports, Simulations
SCOTT(SP)-Sports, Simulations, Adventures
SONJA-Puzzles, RPGs, Fighting
ANDY(AH)-Action, Adventures, Puzzles
TODD-Sports, Action, Adventures

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

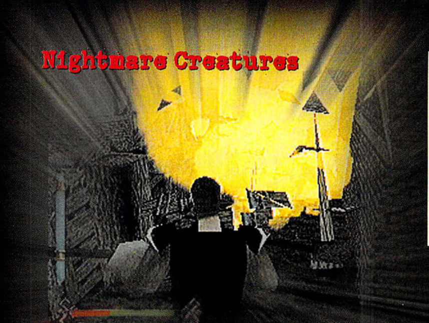
GAME DESIGN: 25%
GRAPHICS: 20%
SATISFACTION: 25%
PLAY CONTROL: 20%
SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

EVERYONE E	All Ages
EARLY CHILDHOOD EC	Early Childhood
TEEN T	Teen (13+)
MATURE M	Mature (17+)
ADULTS ONLY AO	Adult (18+)

NO RATING NR Games that were released prior to the commencement of the ratings system are designated NR.



Gallons of gore in old London town.

PAK WATCH

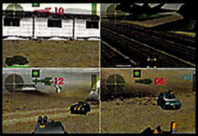
The inside source for all Nintendo News.

THIS MONTH

SOUTH PARK

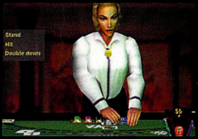
Defending America against good taste.

VIGILANTE 8



The race to erase is on its way.

CAESARS PALACE



From high stakes to low life.

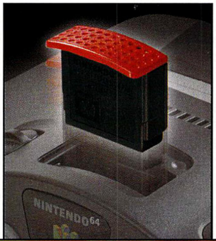
RAYMAN 2

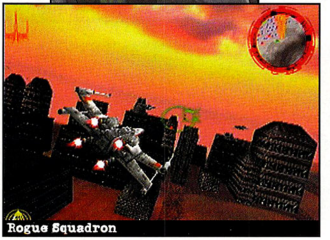
Everybody loves Rayman!

NINTENDO EXPANDS N64

HORIZONS FOR GRAPHICS, SOUND AND GAME PLAY

Have you ever wondered about that little cover that says Memory Expansion on the top of the N64? Well, wonder no more. This fall, Nintendo is introducing the Expansion Pak, a four-megabyte RAM expander that slips into the memory expansion slot and doubles the N64's system RAM. Any computer tech can tell you that the best way to boost the power of a computer system is to add RAM—the Random Access Memory in the computer that is used to hold bits of information while a program is being executed. Okay, so what does the extra RAM do for games on the N64? The extra RAM of the Expansion Pak can give programmers the system memory they need to add enhanced graphics, sound and other capabilities. You won't see any performance improvements on existing N64 games, but for many future games, the Expansion Pak will be the door to incredible enhancements. In Turok 2, for example, you can play the game in stunning Hi-Res Mode–640 x 480 resolution–if the Expansion Pak is plugged in. Rogue Squadron also makes use of the Expansion Pak to give players the Hi-Res experience, as do NFL Quarterback Club '99 and Top Gear Overdrive. In fact, since Nintendo let developers know about the coming Expansion Pak, more and more developers are giving games Hi-Res options for use with the Expansion Pak. Nintendo's Manufacturer's Suggested Retail Price of just $29.95 for the Expansion Pak makes it an exceptional value, it boosts the N64 into the next generation of video game graphics for less than the price of a single game. We expect that, within the next year, support of the Expansion Pak will become as common for N64 titles as support of the Rumble Pak is today.



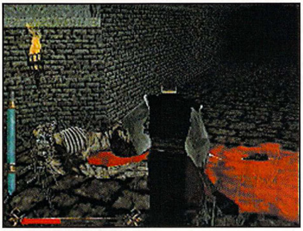


ACTIVISION'S NIGHTMARE IN LONDON

On the night of the Great Fire of London in 1834, a secret society called the Brotherhood of Hecate unleashed its great experiment, a virus that turns man and beast into slavering monsters. Now the foggy streets of London have become a killing ground, filled with screams and terror. Only two people have the courage to face the heinous fiends that roam the darkness, and it's just your luck that you're one of them.

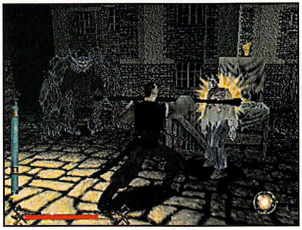
A creature feature for the N64

Activision's first N64 release, Nightmare Creatures, was first seen on the PlayStation, where it made quite a splash because of the floods of bloodletting that took place during the game. The N64 version is just as wet and wicked, but it also features some improvements that make this version much more playable. In addition, the development team at Kolisto and Activision took the advice of Nightmare Creature players and made the Adrenaline Meter optional. The difficulty was also addressed, so in the N64 game it's easier to get started without being chewed to pieces by werewolves and zombies. The 128-megabit, one-player action fighter will be just as violent in the N64 version, which will earn it a Mature rating, so squeamish players should be forewarned.



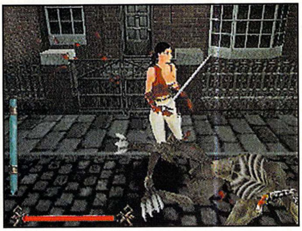
In London, no one cares if you scream.

The narrow streets and dark buildings of Victorian London are the perfect setting for this nightmare. It should remind players of classic horror stories such as Dr. Jekyll and Mr. Hyde and Frankenstein. Playing the role of Ignatius or Nadia, the player must work through 26 levels and four major bosses. It's no walk in the park, since you're armed only with a staff or sword and whatever special weapons and items you pick up along the way. In addition to straight weapon attacks, the two fighting characters also use martial arts moves. Play control was still being tweaked at the time we received an alpha version of the game, but we are told that Rumble Pak support will be added along with analog support of the Control Stick. Game data can be saved on the Controller Pak or with passwords. Especially in some of the fairly large areas, the save options are a great help.



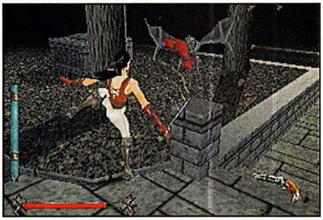
You can't keep a dead man down

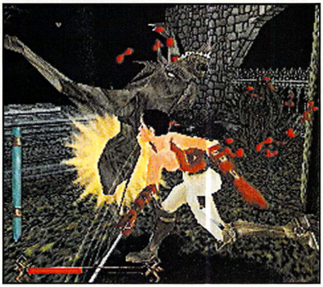
But the real appeal of Nightmare Creatures isn't the moves or the realistic depiction of London. It's the critters and the gore. In addition to leaving pools of blood, enemies in Nightmare Creatures can lose their limbs and even their heads. Even more outrageous, they can lose limbs and head and still keep fighting! And there's no end to the armies of the night. It seems that something horrible is always leaping out of a hidden doorway or even reaching through the walls to grab your character. If that isn't enough to creep you out, picture rats scurrying around the floor or corpses climbing out of their graves.



An abundance of werewolves in London

This is great Halloween stuff, but Nightmare Creatures probably won't be released until early December, thus missing prime werewolf season. But if you're looking for some holiday horror, Nightmare Creatures will provide everything except the mop to clean up the mess.





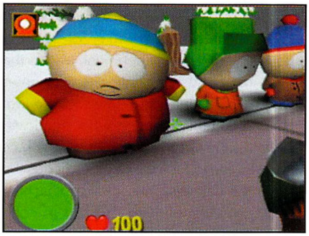
For a transfusion of horror, step this way...

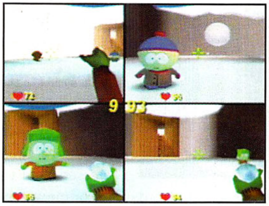
Pak Play

Hands-on previews of upcoming games.

CARTMAN KYLE STAN KENNY

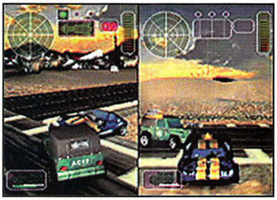
RESPECT ACCLAIM'S AUTHORITY

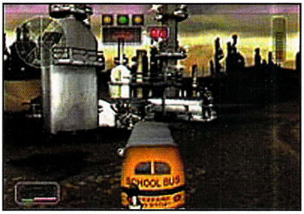




The top-secret development of Acclaim's South Park at Iguana Entertainment is no longer a secret. Cartman, Kenny, Kyle and Stan are on their way to the N64 for some rude action. We got a sneak peak of the game in a pre-alpha stage, but even then the game screamed South Park. Working closely with Comedy Central and the creators of the hit cartoon, Iguana has captured the look and feel of South Park's 2-D animation in three dimensions. The story behind the game is that South Park is under attack from the effects of a comet. In six "episodes" of the single-player game, the turkeys revolt, Cartman's mom is kidnapped by aliens, and the son of Skuttlebutt is out of control. But the best part of this game will be the five multiplayer modes. Up to four players will be able to grab gadgets, such as the Cow Launcher, Auto Egger, live sniper chicken and Mr. Hankey, and fight each other or the other characters and clones of South Park. The multiplayer matches take several forms, including Capture the Flag, Grudge Match and Kick the Baby. The game is basically a 3-D shooter, but the humor of the TV show comes through with hundreds of soundbites created by the voice talent from the show. The language is also in keeping with the outrageousness of the show itself, which means that a lot of it isn't considered suitable for younger audiences. Acclaim expects that South Park will receive a Mature rating, and it hopes to release the game in January.

VIGILANTE ON THE FAST TRACK

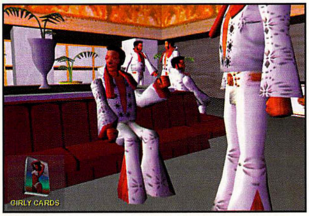


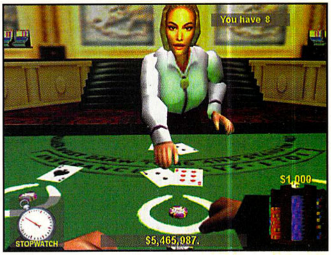


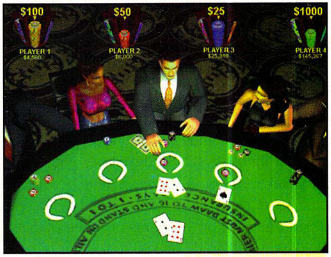
Vigilante 8, a combat racer from Activision, has been under development for less than four months at Luxoflux Corporation, but it already looks like a winner. Even more amazing, the entire 96-megabit game has been put together by one programmer in that time...and the game looks great! The storyline of Vigilante 8 departs from historical fact of the '70s during the oil shortage. In this alternate reality, the oil shortages lead to war. Players take on the roles of any one of six good guys or six bad guys. The good guys have the goal of obtaining UFO technology in the desert Southwest while the bad guys are out to destroy key sites that will cripple the American economy. The car battles take place in settings that range from oil refineries to ski slopes, and each has special, interactive elements. Vehicles include cars, trucks, jeeps, vans and school buses armed with five regular weapons such as a mortars, cruise missiles, cannons, mines and dumbfire rockets, plus a special weapon. In the one-player game, each character will have four missions, and new characters and missions will be opened up the further you progress in the game. New features for the N64 version of Vigilante 8 include a two-player cooperative mode, a new Survival Mode (endless battle vs. six enemies), Arcade Mode and four-player Modes including Brawl, Team and Smear Modes. We had a chance to test the four-player game and discovered a car-crunching, wheel-spinning, rocket-launching fun fest. Oh, yeah, and Vigilante 8 will run in Hi-Res Mode with the Expansion Pak, and it will probably be finished ahead of schedule. That's what we call a fast track.

ELVISES SPOTTED AT CAESARS

In a recent visit to Lobotomy Software, an in-house developer for Crave Entertainment, Pak Watch got an early look at Caesars Palace for the N64. Far from being a casino simulation like Golden Nugget, Caesars Palace is a first-person adventure/mystery that just happens to have gambling as one of the main goals. Various stories are revealed through the course of the game, depending on the characters you meet and the responses you give them. Players must take action, use items and solve problems, all in addition to winning a fortune and moving up to the high rollers' room, the Palace Court. Some of the colorful characters include a rich Texan, an Elvis impersonator and a washed up movie star. The stories include tales of murder, star-crossed lovers and a super-villain with evil plots. Of course, you'll also be able to play the gambling games straight or with up to four players. Those games include Blackjack, Video Poker, various slots, Caribbean Stud, Pai Gow poker and Baccarat. In addition to the innovative adventure mode, Caesars Palace also features some cool animation. Running on the development system, Lobotomy's Dynaflesh animation system looked impressive. Characters moved realistically and showed up to 20 emotions and gestures, from raging anger to a coy wink. Lobotomy also revealed that Caesars Palace will run in Hi-Res using the Expansion Pak when it is released this coming winter.

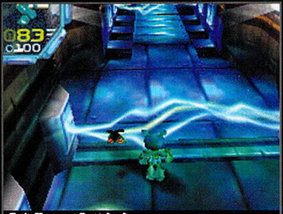


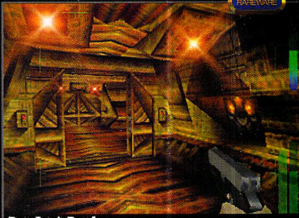


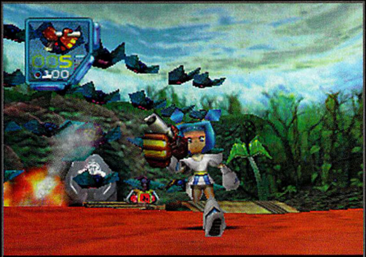


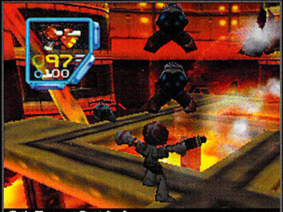
A RARE TREAT

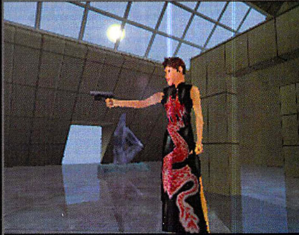
At the recent ECTS trade show in London, Rare showed more tantalizing snippets of two upcoming N64 games, Perfect Dark and Jet Force Gemini. They also gave Pak Watch some prized screen shots of the games. Jet Force Gemini is scheduled to be the first of the duo to be released. Perfect Dark, which has impressed everyone with its real-time raytraced graphics, is already rumored to be the most incredible action game ever. But for now, we must just watch and wait.


Jet Force Gemini


Perfect Dark


Jet Force Gemini


Jet Force Gemini


Perfect Dark

Perfection like this is a Rare thing

Pak Peeks

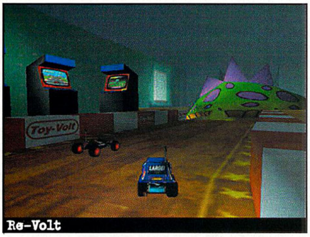
What's breaking in the world of games.

London calling

Big international game trade shows aren't limited to the U.S. and Japan anymore. Great Britain's version of E3 is called ECTS, and it took place this year at the Olympia Center in London from September 6th to the 8th. In addition to sweltering temperatures under the glass ceiling, the hottest N64 news from the show concerned four titles: Wild Metal Country from DMA, Re-Volt from Probe, Carmageddon II–Carpocalypse Now from Software Creations, and Rat Attack from Pure Entertainment.

DMA continues in its quest to be the most innovative N64 developer with Wild Metal Country, a game in which animal-shaped tanks fight each other for possession of eight power cores on three planets. Players will guide one of 20 species of tank on missions in huge areas.

Re-Volt is an RC racing game with cool cars (28 or more of them,) 16 tracks, eight battle arenas and a four-player mode. There's nothing cartoony or young about these tiny racers, though. Many people at the show commented that the game looked as good as Probe's Forsaken—one of the most sophisticated N64 games to date.



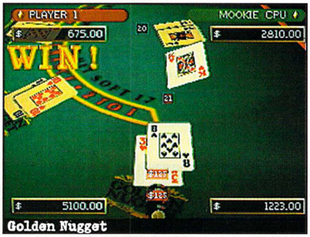
Re-Volt

Software Creations is working on Carmageddon II for Interplay. This game features cool cars and zombies in the streets. Drivers earn bonus points for plowing into zombies, or backing over them. It's sick, of course, but also a lot of fun.

Finally, Rat Attack from Pure Entertainment is an action puzzle type game in which players try to capture escaped rats by placing boxes around them. There's a time limit in each of 60 rooms, and if a rat touches your cat character, all the captured rats are released. Rat Attack will also feature a wild four-player mode.

Viva Las Vegas

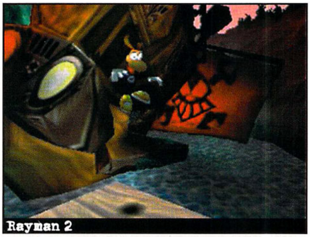
One of the most famous casinos in Las Vegas is the Golden Nugget, which is convenient for Westwood Studios since they have a gambling game for the N64 by the same name. Coincidence? We don't think so. Actually, Westwood inherited this project from Virgin Interactive, and it really does contain the Golden Nugget license. As the first gambling game for the N64, Golden Nugget is a straight shooter, providing a taste of all the standard games including Craps, Roulette, Blackjack, Stud Poker, Baccarat and slot machines. One to four players can join in the fun, except on card games, which are limited to one-player mode. The 3-D environments convey the feeling of a casino lounge, complete with a tinkling of piano music in the background. Golden Nugget may not be as big or story-oriented as Caesars Palace, but if all you want to do is roll snake eyes and rake in the dough, this game pays off.



Golden Nugget

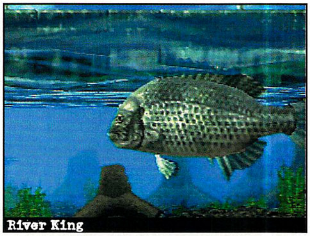
Quick Takes

Ubi Soft's limbless style of cartoon game characters doesn't stop with Tonic Trouble. Rayman 2 for the N64 also features the funky characters in settings that are even more colorful and whimsical than Tonic. Earlier, we reported how great the game looked on the PC, but now you can see for yourself how it's shaping up on the N64. Although development is progressing more slowly than anticipated, Rayman 2 should be released in the first part of 1999.



Rayman 2

One game that's farther downstream is Legend of the River King from Natsume. The publisher of perhaps the most unusual games for the Super NES and Game Boy provided this glimpse of its first N64 offering. The game will feature a mixed menu of fishing action, adventure and RPG elements similar to the smorgasbord style of the Game Boy title. But what impressed us most about the early development of River King is that the fish look good enough to eat.

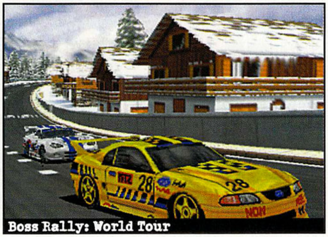


River King

We'll have to wait a while before we see any pretty perch from THQ's BASS Masters Classic. The game was just announced and won't be ready until the end of 1999. Like previous Bass Masters games from THQ, the N64 title will feature tournament

COMING SOON

bass fishing and the always exciting lure-cam that takes you where the action is—underwater.

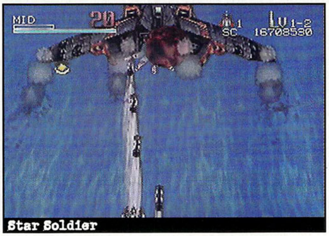


Boss Rally: World Tour

Midway reports that a new rally racer is in the works at Boss Games, the developer of Top Gear Rally. Tentatively titled Boss Rally: World Tour, the racer will feature extraordinary Hi-Res graphics like this first-ever published pic. With variations to tracks, there should be approximately 30 courses to master. Midway hopes to release Boss Rally in May. Also in development for Midway is a new hockey game from Atari Games, the developer of the Gretzky series. Although the game may have a similar look in some respects to the older series, it will be upgraded in several ways including the addition of new '98 NHL rules and the shifted goal.

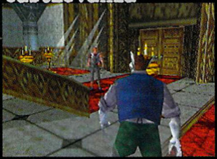
We also have news from ElectroBrain that it will pick up another N64 title from Hudson Soft. Star Soldier–Vanishing Earth is a throwback to vertically scrolling shooters such as D-Force and Strike Gunner S.T.G. on the Super NES.

Finally, we have more great news about the Game Boy Color version of Link's Awakening. Not only will the classic Game Boy Zelda title get a full-color face-lift and a new dungeon level, but the game will now be released this December, two months earlier than previously reported. It's going to be a Zelda holiday!



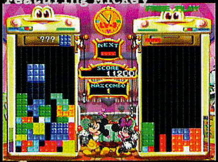
Star Soldier

Castlevania



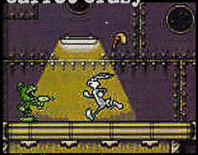
Konami

Magical Tetris Challenge Featuring Mickey



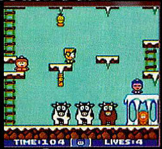
Capcom

Carrot Crazy



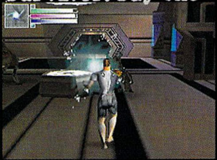
Infogrames

South Park



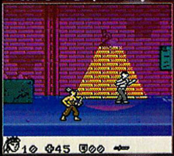
Acclaim

Survivor: Day One



Konami

Turok 2 (Game Boy Color)



Acclaim

RELEASE FORECAST

NINTENDO 64

AIR BOARDING USA	FALL '98
BASS MASTERS CLASSIC	FUTURE
BOSS RALLY: WORLD TOUR	FUTURE
BUST-A-MOVE 3	FALL '98
CARMAGEDDON II	FUTURE
CASTLEVANIA	WINTER '99
CHARLIE BLAST'S TERRITORY	WINTER '99
EARTHBOUND 64	FUTURE
EARTHWORM JIM 3D	FUTURE
HARRIER 2000	FUTURE
HYBRID HEAVEN	FUTURE
JET FORCE GEMINI	FUTURE
JUNGLEBOTS	WINTER '99
LEGEND OF THE RIVER KING	FUTURE
LEGO RACERS	FUTURE
LODE RUNNER 64	FALL '98
MAGICAL TETRIS CHALLENGE FEATURING MICKEY	FALL '98
MICRO MACHINES V3	FALL '98
NBA JAM '99	FALL '98
NBA LIVE '99	FALL '98
NHL BREAKAWAY '99	FALL '98
O.D.T.	WINTER '99
PENNY RACERS	WINTER '98
PERFECT DARK	FUTURE
QUAKE II	WINTER '99
RAT ATTACK	FUTURE
RAYMAN 2	WINTER '99
ROADSTERS '98	WINTER '99
ROGUE SQUADRON	FALL '98
RUSH 2	FALL '98
SHADOWGATE 64	FALL '98
SHADOW MAN	FUTURE
SPACE CIRCUS	WINTER '99
STARCRAFT	FUTURE
STAR SOLDIER–VANISHING EARTH	FUTURE
SUPERMAN	FALL '98
SURVIVOR: DAY ONE	FALL '98
TONIC TROUBLE	WINTER '99
TOP GEAR OVERDRIVE	FALL '98
TWELVE TALES: CONKER 64	FUTURE
VIGILANTE 8	WINTER '99
VRALLY	FALL '98
WILD METAL COUNTRY	FUTURE
WIN BACK	WINTER '98

GAME BOY COLOR

A BUG'S LIFE	FALL '98
ARCADE HITS: 720 DEGREES	FALL '98
ARCADE HITS: DEFENDER/JOUST	FALL '98
ARCADE HITS: SPY HUNTER/MOON PATROL	FALL '98
BLITZ	FALL '98
BOMBERMAN POCKET	FALL '98
CONKER'S POCKET TALES	FALL '98
DÉJÀ VU 2	FALL '98
GAME & WATCH GALLERY II	FALL '98
GEX 3D	FALL '98
NBA JAM '99	FALL '98
PITFALL 3D	FALL '98
POWER BATTLE	FALL '98
QUEST FOR CAMELOT	FALL '98
RUG RATS *	FALL '98
SHADOWGATE CLASSICS	FALL '98
SOUTH PARK	FALL '98
SPAWN	FALL '98
TETRIS DX	FALL '98
TOP GEAR POCKET†	WINTER '99
TUROK 2	FALL '98
WARIO LAND II	WINTER '99
YODA STORIES	FALL '98
THE LEGEND OF ZELDA: LINK'S AWAKENING	FALL '99

* GAME BOY (B&W)
† GAME BOY (COLOR ONLY)

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 113 (Oct. '98): Turok 2, Silicon Valley, Twisted Edge, NFL Quarterback Club/Madden NFL '99, Bomberman Hero Part 3, WCW/nWo Revenge, European Development Special, Buck Bumble, Fighting Force, The Legend of Zelda: Ocarina of Time, Mulan, NASCAR '99.

Volume 112 (Sept. '98): F-Zero X, Gex 64, Bomberman Hero Part 2, Mission: Impossible, Cruis'n World, Blitz, Knife Edge, Deadly Arts, The Legend of Zelda: Ocarina of Time, Wipeout 64, NASCAR '99, WinBack.

Volume 111 (Aug. '98): Bomberman Hero Part 1, GT 64 Championship Edition, Waialae Country Club: True Golf Classics, F-1 World Grand Prix, Flying Dragon, ISS '98, WWF War Zone (GB), Turok 2 Preview, Gex 64 Preview, Special: Nintendo Power Online Update, Kobe Bryant in NBA Courtside Basketball Camp, Exclusive Interview with Miyamoto.

Volume 110 (July '98): WWF: War Zone, Banjo-Kazooie Review Part 2, Mortal Kombat 4, Chopper Attack, Harvest Moon (GB), Mission: Impossible, Mike Piazza's Strike Zone, Quest 64, Bust-A-Move 2, All-Star Baseball '99 (GB), F-Zero X Preview, Special: Nintendo Power Looks Back.

Volume 109 (June '98): Banjo-Kazooie, FIFA World Cup '98, Bio Freaks, All-Star Baseball '99, Forsaken 64, Offroad Challenge, Game Boy Camera, ISS Soccer (GB), Mortal Kombat 4, E3 '98 Report, World Grand Prix, Chopper Attack.

Volume 108 (May '98): Major League Baseball featuring Ken Griffey Jr., Banjo-Kazooie Preview, Pokémon Special, 1997 Nintendo Power Awards Results, Forsaken 64, Iggy's Reckin' Balls, Quake, Bomberman GB, Harvest Moon (GB), Brain Drain, Flying Dragon Preview, Offroad Challenge, Mickey Mouse Magic Wands!

Volume 107 (April '98): Kobe Bryant in NBA Courtside, Deadly Arts, Virtual Chess, Quake Review Part 2, 1080° Snowboarding, Wetrix, Mystical Ninja Starring Goemon (GB), Legend of the River King, MLB Featuring Ken Griffey Jr., N64 Player's Choice Games, Iggy's Reckin' Balls Preview, Game Boy Camera and Printer, Foolish April News Briefs.

Volume 106 (March '98): 1080° Snowboarding, Rampage, NHL Breakaway '98, Quake, Yoshi's Story Continued, NBA in the Zone '98, Wario Land II, Castlevania Legends, Bust-A-Move 2, Quest Preview, A First Look at Mission: Impossible, Nintendo Power Award Nominations.

Volume 105 (Feb. '98): WCW Vs. NWO: World Tour, Nagano Winter Olympics '98, Olympic Hockey Nagano'98, Yoshi's Story, Mystical Ninja Starring Goemon, Diddy Kong Racing Codes, Fighter's Destiny, AeroGauge, FIFA: The Road to the World Cup '98, James Bond 007, Maui Mallard in Cold Shadow (GB), Cruis'n World.

Volume 104 (Jan. '98): Yoshi's Story, WCW vs. NWO: World Tour, Snowboard Kids, Space World Report, Duke Nukem 64, Diddy Kong Racing, Jeopardy!, Fighter's Destiny, Turok: War of the Bionosaurs, The Fidgetts, The Lost World: Jurassic Park, Wetrix.

Volume 103 (Dec. '97): Diddy Kong Racing, Zelda 64: 100 Photos, Bomberman 64, Chameleon Twist, MK Mythologies, Wayne Gretzky 3-D Hockey '98, Automobili Lamborghini, Donkey Kong Land III: The Lost World, Wheel of Fortune.

Volume 102 (Nov. '97): Madden 64, NFL Quarterback Club '98, Diddy Kong Racing, San Francisco Rush, Duke Nukem 64, Clayfighter 63⅓, Top Gear Rally, Kirby's Dream Land 3, Donkey Kong Land III, Konami Close-Up, Diddy Kong Racing, Dual Heroes.

Volume 101 (Oct. '97): Extreme-G, Mischief Makers, Mace: The Dark Age, Legion X, Tetrisphere Strategies, AeroFighters Assault, F-1 Pole Position, Super NES Arkanoid, Super NES Space Invaders, Timon and Pumbaa, Tamagotchi, Donkey Kong Land III, Mortal Kombat I & II (GB).

Volume 100 (Sept. '97): Previews: Zelda 64, Yoshi's Story, Banjo-Kazooie, MLB Featuring Ken Griffey Jr., Bomberman 64, Conker's Quest, Extreme G, WCW vs. NWO: World Tour, Silicon Valley, San Francisco Rush, Mortal Kombat Mythologies, Duke Nukem 64, NFL Quarterback Club '98, Body Harvest, Top Gear Rally, Quest 64, GoldenEye: 100 Best Ambushes, 100 Best Codes Ever, 100 Best Games of All Time, First 100 Games for the N64.

Volume 99 (Aug. '97): GoldenEye 007 Mission Briefings, Multi Racing Championship, Star Fox 64 Gold Medals, Tetrisphere, Robotron 64, Brunswick WTOC, Ken Griffey Jr. Presents: MLB (GB), Tetris Plus, Mischief Makers Preview, Blast Corps Comics.

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S.C.A.R.S

Hairdoo ala Turbo
Acute Retinal Burning (just an excuse to wear rad shades)
Lock-Jaw
Dislocated shoulder
Wears "standard issue" race gear 24 hours a day
Ubi Soft ENTERTAINMENT
Blistered Raw Nub
S.C.A.R.S Elbow (Tendonitis)

2nd
4/4
3rd
4/4
1st
4/4

00:06:00
4th
1/4

01:37:28
2nd
1/4
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3rd
1/4

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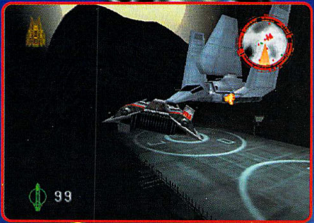
Coming Next Issue...

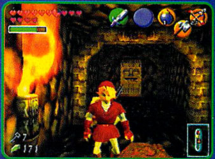
Volume 115, December 1998

STAR WARS ROGUE SQUADRON

Inspired by the Hoth level in Shadows of the Empire, Rogue Squadron is packed with 16 levels overrun by TIE Fighters, AT-ATs and tons of high-speed action. You'll have five battle-ready ships to choose from in this installment of our Star Wars in-depth coverage in Volume 115.

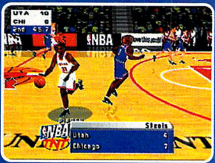


ZELDA PART II



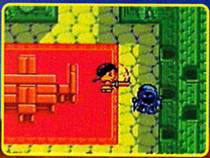
Our coverage continues next month with an introduction to the excitement and challenges Link encounters in his later years. Explore the Lost Woods, Death Mountain and the Ice Cave as Link continues his quest through the land of Hyrule.

NBA LIVE '99



EA Sports takes it to the hole once again with NBA Live '99. We'll show you head-to-head-to-head Four-player Mode and Arcade Mode–your ticket to shooting from downtown with all the special moves.

Quest For Camelot



Your Quest for Camelot begins next month. One of the first games to appear on the Game Boy Color and based on the blockbuster movie, it is a mythical adventure unlike any you've seen before.

N64

1. AeroFighters Assault
2. AeroGauge
3. All-Star Baseball '99
4. Automobili Lamborghini
5. Banjo-Kazooie
6. BioFreaks
7. Blast Corps
8. Blitz
9. Body Harvest
10. Bomberman Hero
11. Bomberman 64
12. Buck Bumble
13. Bust-A-Move 2
14. Chameleon Twist
15. Charlie Blast's Territory
16. Chopper Attack
17. Clay Fighter 63⅓
18. Cruis'n USA
19. Cruis'n World
20. Dark Rift
21. Deadly Arts
22. Diddy Kong Racing
23. Doom 64
24. Dual Heroes
25. Duke Nukem 3-D
26. Extreme-G
27. Extreme-G 2
28. F-1 Pole Position 64
29. F-1 World Grand Prix
30. F-Zero X
31. FIFI Road to World Cup '98
32. FIFA Soccer 64
33. Fighter's Destiny
34. Fighting Force 64
35. Flying Dragons
36. Forsaken
37. Gex 64: Enter the Gecko
38. Glover
39. GoldenEye 007
40. GT 64 Championship Edition
41. Hexen
42. Iggy's Reckin' Balls
43. International Superstar Soccer '98
44. International Superstar Soccer 64
45. Jeopardy!
46. Killer Instinct Gold
47. Knife Edge
48. Kobe Bryant in NBA Courtside
49. The Legend of Zelda: Ocarina of Time
50. Mace the Dark Age
51. Madden '99
52. Madden 64
53. Mario Kart 64
54. Mike Piazza's StrikeZone
55. Milo's Astro Lanes
56. Mischief Makers
57. Mission: Impossible
58. MLB Featuring Ken Griffey Jr.
59. MLB Strike Zone '98
60. Mortal Kombat 4
61. Mortal Kombat Mythologies: Sub-Zero
62. Mortal Kombat Trilogy
63. Multi Racing Championship
64. Mystical Ninja Starring Goemon
65. Nagano Winter Olympics '98
66. NASCAR '99
67. NBA Hangtime
68. NBA in the Zone '98
69. NFL Quarterback Club '98
70. NFL Quarterback Club '99
71. NHL Breakaway '98
72. NHL '99
73. NHLPA and NHL Present Gretzky's 3-D Hockey '98
74. Off Road Challenge
75. Olympic Hockey Nagano '98
76. PilotWings 64
77. Quake
78. Quest 64
79. Rampage World Tour
80. Robotron 64
81. San Francisco Rush: Extreme Racing
82. Snowboard Kids
83. Space Station Silicon Valley
84. Star Fox 64
85. Star Wars: Shadows of the Empire
86. Super Mario 64
87. 1080° Snowboarding
88. Tetrisphere
89. Top Gear Rally
90. Turok: Dinosaur Hunter
91. Turok 2: Seeds of Evil
92. Twisted Edge Snowboarding
93. Virtual Chess 64
94. Waialae Country Club: True Golf Classics
95. War Gods
96. Wave Race 64
97. Wayne Gretzky's 3-D Hockey
98. WCW/nWo Revenge
99. WCW Vs. nWo: World Tour
100. Wetrix
101. Wheel of Fortune
102. Wipeout 64
103. World Cup '98
104. WWF: War Zone
105. Yoshi's Story

Super NES

106. Aaahh!!!! Real Monsters
107. Addams Family Values
108. The Adventures of Batman & Robin
109. Animaniacs
110. Arcade's Greatest Hits
111. Arcade's Greatest Hits: The Atari Collection 1
112. Bass Masters Classic Pro Edition
113. Breath of Fire II
114. Brunswick's World Tournament of Champions
115. Bust-A-Move
116. Castlevania Dracula X
117. Chrono Trigger
118. Dirt Trax FX
119. Disney's Aladdin
120. Donkey Kong Country
121. Donkey Kong Country 2
122. Donkey Kong Country 3
123. Doom
124. EarthBound
125. Earthworm Jim
126. Earthworm Jim 2
127. FIFA Soccer '97
128. Final Fantasy II
129. Final Fantasy III
130. Final Fight 3
131. Frank Thomas Big Hurt Baseball
132. Frogger
133. Harvest Moon
134. Illusion of Gaia
135. Jungle Strike
136. Ken Griffey Jr.'s Winning Run
137. Killer Instinct
138. Kirby Super Star
139. Kirby's Dream Course
140. Kirby's Dream Land III
141. The Legend of Zelda: A Link to the Past
142. The Lost Vikings II
143. Lufia II
144. Madden NFL '98
145. Mario Paint
146. Mega Man X
147. Mega Man X2
148. Mega Man X3
149. Mortal Kombat 3
150. NBA Hangtime
151. NBA Jam
152. NBA Live '98
153. NFL Quarterback Club '96
154. NHL '98
155. Ogre Battle
156. Road Rash
157. Secret of Evermore
158. Secret of Mana
159. SimCity
160. Star Fox
161. Street Fighter Alpha 2
162. Street Fighter II Turbo
163. Super Bomberman 2
164. Super Mario All-Stars
165. Super Mario Kart
166. Super Mario RPG
167. Super Mario World 2: Yoshi's Island
168. Super Metroid
169. Super Punch-Out!!
170. Super Star Wars
171. Tetris Attack
172. Top Gear 3000
173. WWF Raw
174. WWF Wrestlemania: The Arcade Game
175. X-Men: Mutant Apocalypse

Game Boy

176. Adventure Island
177. Black Bass Lure Fishing
178. Bomberman GB
179. Brain Buster
180. The Bugs Bunny Crazy Castle 2
181. Bust-A-Move 2
182. Casino Funpak
183. Castlevania Adventure
184. Castlevania Legends
185. College Slam
186. Contra: The Alien Wars
187. Donkey Kong Land
188. Donkey Kong Land 2: Diddy's Kong Quest
189. Donkey Kong Land 3
190. Donkey Kong '94
191. Dr. Mario
192. Earthworm Jim
193. FIFA Road to World Cup '98
194. Final Fantasy Adventure
195. Final Fantasy Legend
196. Final Fantasy Legend II
197. Final Fantasy Legend III
198. Frank Thomas Big Hurt Baseball
209. Game & Watch Gallery
200. Harvest Moon
201. International Superstar Soccer '98
202. James Bond 007
203. Jimmy Connors Tennis
204. Jurassic Park 2
205. Ken Griffey Jr. Presents: MLB
206. Killer Instinct
207. Kirby's Block Ball
208. Kirby's Dream Land
209. Kirby's Dream Land 2
210. Kirby's Pinball Land
211. Legend of the River King GB
212. The Legend of Zelda: Link's Awakening
213. The Lost World: Jurassic Park
214. Maui Mallard in Dark Shadow
215. Mega Man
216. Mega Man V
217. Metroid II: Return of Samus
218. Mickey Mouse: Magic Wand
219. Mole Mania
220. Mortal Kombat/Mortal Kombat II
221. Mortal Kombat II
222. Mortal Kombat 3
223. Ms. Pac-Man
224. Mulan
225. Mystical Ninja Starring Goemon
226. NBA Jam
227. Pac-Man
228. Pokémon
229. Ring Rage
230. Small Soldiers
231. Super Mario Land
232. Super Mario Land 2: 6 Golden Coins
233. Super Return of the Jedi
234. Superman
235. Tamagotchi
236. Tetris
237. Tetris Attack
238. Tetris Plus
239. Turok: Battle of the Bionosaurs
240. Wario Land: Super Mario Land 3
241. Wario Land II
242. WWF Raw

Upcoming Releases & Other Picks

243. Addams Family Pinball (N64)
244. Air Boarder USA (N64)
245. Andretti Racing (N64)
246. Arcade Hits: Defender/Joust (Game Boy)
247. Arcade Hits: 720 Degrees (Game Boy)
248. Arcade Hits: Spy Hunter/Moon Patrol (GameBoy)
249. Bass Masters Classic (N64)
250. Blitz (Game Boy)
251. Bomberman Pocket (Game Boy)
252. Boss Rally: World Tour (N64)
253. Bugs Bunny Crazy Castle 3 (Game Boy)
254. Caesar's Palace (N64)
255. Carmageddon II: Carpocalypse Now (N64)
256. Carrot Crazy (Game Boy)
257. Castlevania (N64)
258. Command & Conquer (N64)
259. Conker's Pocket Tales (Game Boy)
260. Déjà Vu 2 (Game Boy)
261. Dragon Storm (N64)
262. EarthBound 64 (N64)
263. Earthworm Jim 3-D (N64)
264. Fox Sports College Hoops '99 (N64)
265. Game & Watch Gallery 2 (Game Boy)
266. Game Boy Camera & Printer
267. Game Boy Color
268. Gex 3-D (Game Boy)
269. Golden Nugget (N64)
270. Harrier 2000 (N64)
271. Harvest Moon (N64)
272. Hybrid Heaven (N64)
273. Hype: The Time Quest (N64)
274. Jet Force Gemini (N64)
275. Junglebots (N64)
276. Las Vegas Cool Hand (Game Boy)
277. LastLegion UX (N64)
278. Legend of the River King 64 (N64)
279. Lego Racers (N64)
280. Lode Runner 64 (N64)
281. Looney Tunes Racing (N64)
282. Magical Tetris Challenge featuring Mickey (N64)
283. Mario Paint 64 (N64)
284. Men in Black (Game Boy)
285. Micro Machines V3 (N64)
286. MLBPA Bottom of the 9th (N64)
287. Monaco Grand Prix Racing Simulation 2 (N64)
288. Montezuma's Return (Game Boy)
289. Mortal Kombat 4 (Game Boy)
290. NBA FastBreak (N64)
291. NBA in the Zone (Game Boy)
292. NBA Jam '99 (Game Boy)
293. NBA Jam '99 (N64)
294. NBA Live '99 (N64)
295. Need for Speed (N64)
296. NHL Blades of Steel (Game Boy)
297. NHL Breakaway '99 (N64)
298. Nightmare Creatures (N64)
299. Nintendo 64 Disk Drive
300. Nuclear Strike (N64)
301. O.D.T. (N64)
302. Ogre Battle 3 (N64)
303. Penny Racers (N64)
304. Perfect Dark (N64)
305. Pitfall 3-D (Game Boy)
306. Pocket Pikachu
307. Pokémon Stadium (N64)
308. Power Battle (Game Boy)
309. Quake II (N64)
310. Quest for Camelot (Game Boy)
311. Rat Attack (N64)
312. Rats (Game Boy)
313. Rayman 2 (N64)
314. Re-Volt (N64)
315. Rev Limit (N64)
316. Road Rash (N64)
317. Robotech: Crystal Dreams (N64)
318. Rogue Squadron (N64)
319. Rugrats (N64)
320. Rush 2 (N64)
321. San Francisco Rush (Game Boy)
322. S.C.A.R.S. (N64)
323. Shadow Man (N64)
324. Shadowgate (N64)
325. Shadowgate Classics (Game Boy)
326. SimCity (N64)
327. SimCopter (N64)
328. Smurfs (N64)
329. South Park (Game Boy)
330. South Park (N64)
331. Space Circus (N64)
332. Spawn (Game Boy)
333. Star Soldier: Vanishing Earth (N64)
334. Starcraft (N64)
335. Super Mario RPG 2 (N64)
336. Super Mario 64 2 (N64)
337. Superman (N64)
338. Survivor: Day 1 (N64)
339. Tamagotchi (N64)
340. Titus Jr. (Game Boy)
341. Tonic Trouble (N64)
342. Top Gear Overdrive (N64)
343. Top Gear Pocket (Game Boy)
344. Turok 2 (Game Boy)
345. Twelve Tales: Conker 64 (N64)
346. Twouble (Game Boy)
347. Ultra Descent (N64)
348. Ultra Soccer (N64)
349. Unreal (N64)
350. Vigilante 8 (N64)
351. VR Pool 64 (N64)
352. VRally (Game Boy)
353. Wild Metal Country (N64)
354. WinBack (N64)
355. WWF (Game Boy)
356. Yoda's Story (Game Boy)

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